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issue
105

Nintendo 64 • PlayStation • Saturn • SNES • Genesis • Arcade • PC • Online

TEKKEN 3



- War Gods • Dynasty Warriors
- Battle Arena Toshinden 3
- The King of Fighters '97

MACE The Dark Age



86 GAMES!

- Mega Man X⁴
- Spawn: The Eternal
- Mass Destruction
- Need for Speed II

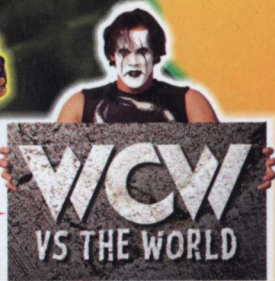
For PC Freaks

- Blood
- Interstate '76



Baseball!

- Major League Baseball '97
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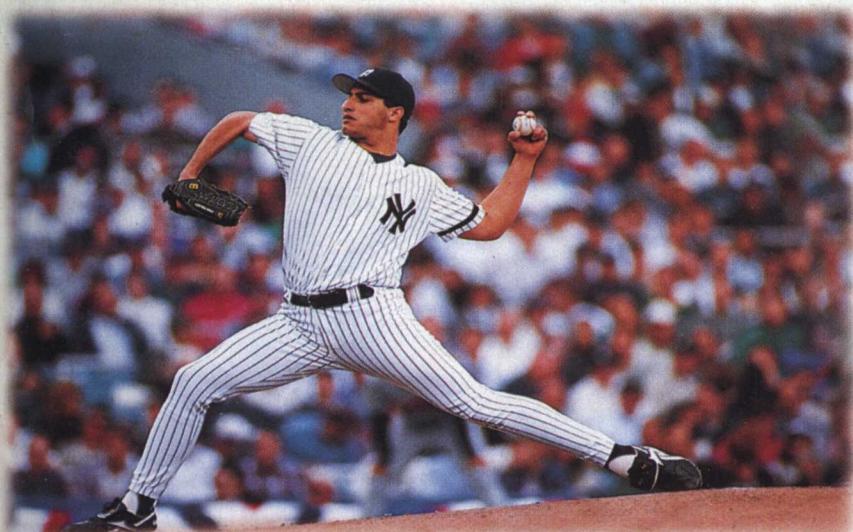
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Electronic Entertainment Expo Sneak Preview! →

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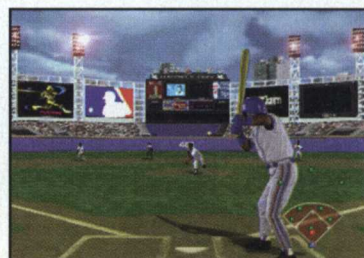
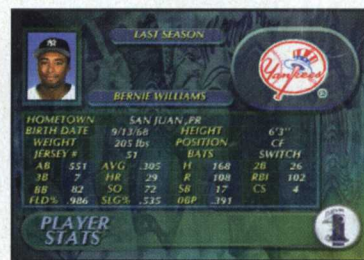


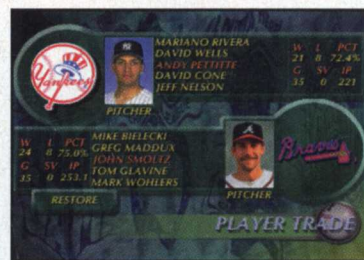
PHOTO REALISTIC PLAYER GRAPHICS



PLAY BY PLAY CALLS FROM JON MILLER



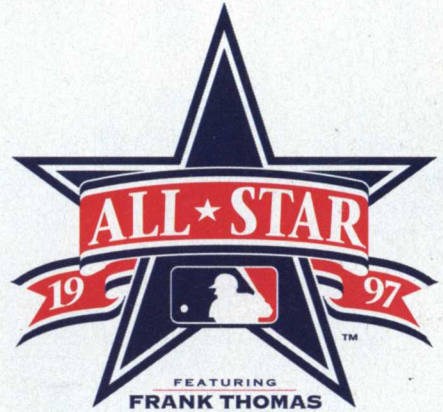
FULL SEASON TEAM AND PLAYER STATS



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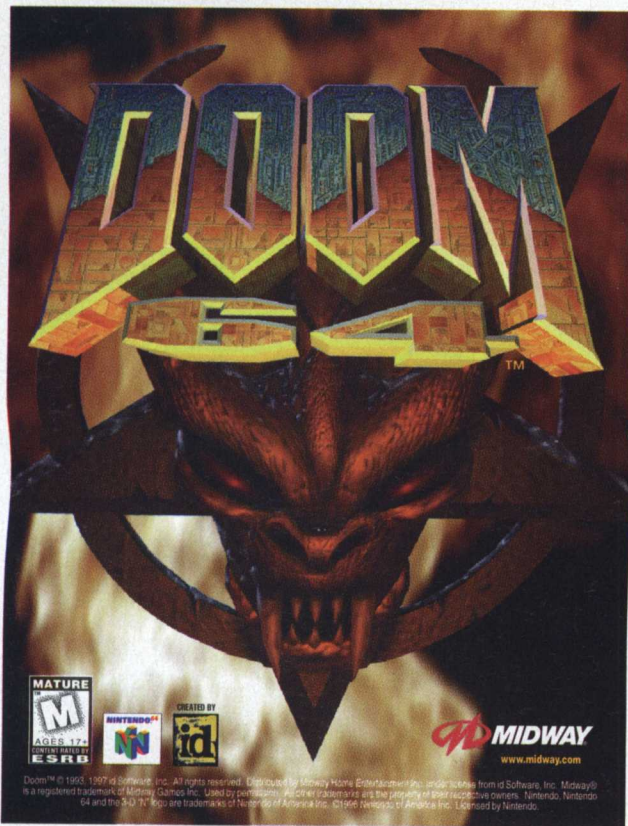
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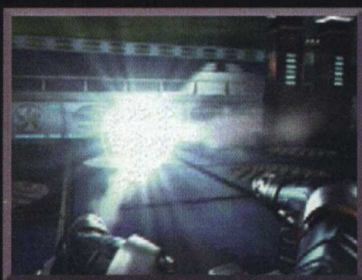
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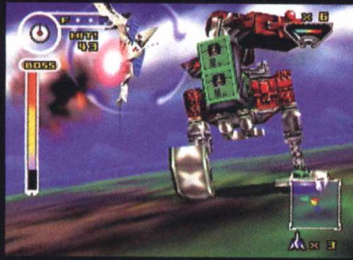
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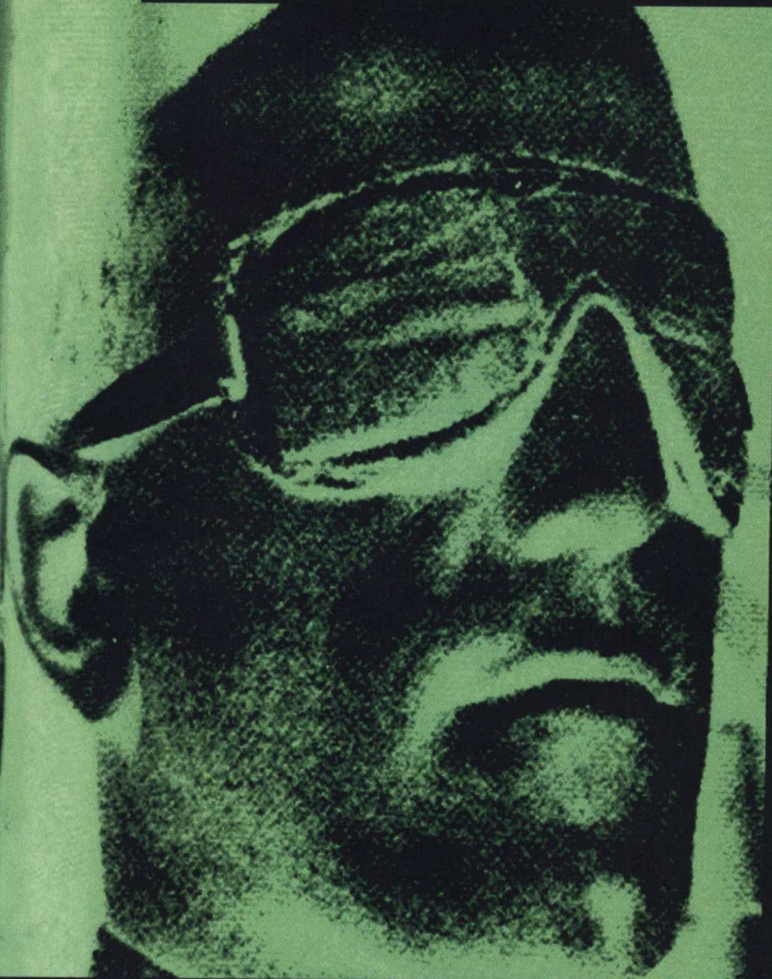


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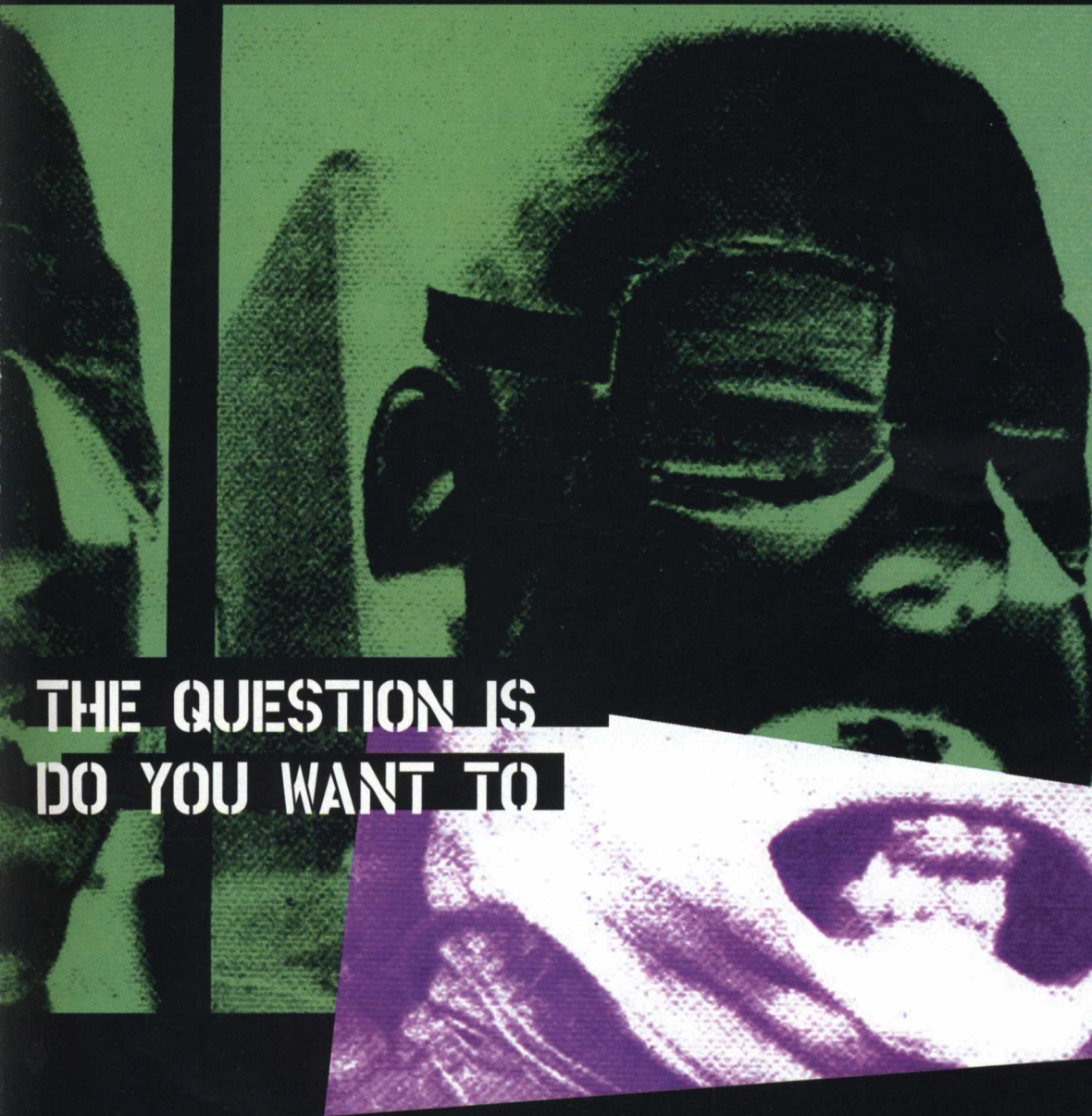
SUBJECT ENTERS HYPER-REALITY OF THIRD DIMENSION



SUBJECT INTERACTS IN REAL TIME WITH FELLOW PILOTS



SUBJECT PERSPECTIVE CHANGES FROM VICTOR TO VICTIM



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DO YOU WANT TO



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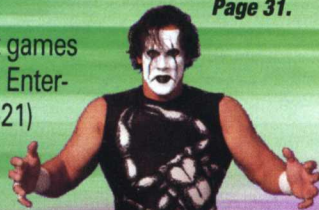
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WCW vs. The World

PlayStation ProStrategy Guide

Bone-crushing moves, PLUS how to find eight hidden fighters!

The Fighter's Edge

Fighters Megamix (Saturn)

A detailed breakdown of 11 hidden fighters!

SWATPro

Secret codes and tricks for Turok: Dinosaur Hunter, NHL '97, Spider, and more!



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80 The Legend of Zelda: A Link to the Past Super NES ProStrategy Guide (Part 2)

Complete map of the Dark World!



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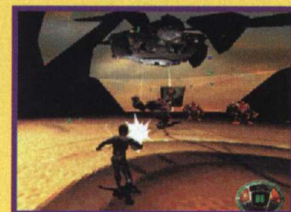
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MDK! Page 52.

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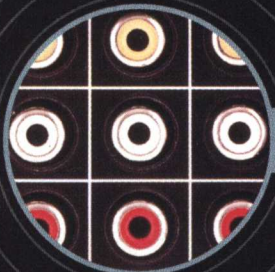


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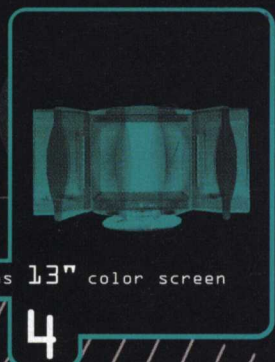
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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

Having just spent \$200 on Nintendo's latest system, N64 owners are flooding our offices with questions about the new 64DD disk drive Nintendo expects to release later this year (see "The 64DD Gets Real," March). We don't blame gamers for being nervous. "Slvrsqrl" correctly reminds us that we've all seen the Sega CD, 32X, Jaguar CD, and other add-ons crash 'n' burn. Even Nintendo's own CD add-on for the Super NES never made it out of the lab.

The difference, however, is that in many cases those add-ons were to be replacements for their host systems, whereas the 64DD will primarily be an enhancement to the N64. The 64DD isn't going to replace the N64, not the way the 32X was supposed to make you want to stop playing the 16-bit Genesis.

DISK DRIVE DOUBTS

Since it records and reads data on a removable CD cartridge, the 64DD's most powerful asset will be its ability to save game information. You'll be able to take characters you've created (like your jet skiers in *Wave Race 64*) to a friend's house and play with or against theirs. You'll even be able to purchase CD cartridges that contain new characters and levels for your existing games. If Nintendo also releases an N64 modem (like the prototype that *GamePro* saw at the Shoshinkai Show in November '96), you may even be able to use the 64DD to download gameplay data or demos from the Internet. Who knows, you may even be able to play games online!

True, there may be some games (very possibly *The Legend of Zelda 64* and *Mario RPG 64*) that will require you to own the 64DD. But N64 cartridge games will still be the primary focus for Nintendo. After all, the N64 is off to a record-setting start. By the time the 64DD is available in late 1997 or 1998, there will be millions of N64 gamers with a ton of cartridge games.

It's smart to study all your options carefully before you buy game hardware. Nintendo's being very deliberate, and as *GamePros*, you should be, too.

The GamePros
comments.gamepro@gamepro.com
San Mateo, CA



NINTENDO'S DISKS

I am very pleased with my Nintendo 64, but I fear that the N64 disk drive is going to be another worthless add-on. There has never been a good add-on for any video game system. The only way the 64DD is a good idea is if it improves the N64 and doesn't replace it. By that I mean they should still make games that use the standard N64. If Nintendo wants the best for its consumers, then don't make the N64 disk drive mandatory!

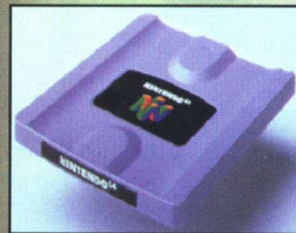
"slvrsqrl"
via Internet

Coach Kyle replies:

You raise a point that many other gamers are worried about. See our adjacent "Letter from the GamePros" for a complete response.

I'm concerned about the 64DD. Why would Nintendo make me buy another disk-based system when I just got done spending over \$600 on the N64 and its cartridge games? They're pushing us too far.

Keith Farrell
Copperas Cove, TX



Is Nintendo pushing you too far by asking you to pay for yet another game format?

What's all this talk about cartridge games not being as good as CD games? If you ask

me, cartridge games are light-years beyond CD games. Not for the gaming quality, but because they last longer. Sure, CD games are cheaper to make and the music is better, but you can wreck them in a heartbeat. For instance, I just bought *Tekken 2*. Unfortunately, my little sister broke into my room, picked up my game, and broke it in two! That's \$59.99 down the drain. Would that ever happen to your cartridges?

"JBaskin596"
via Internet

Dr. Devon replies:

No, I don't think I'd let your sister break into my room and bust one of my games either, but you're right about the longevity factor. We don't get any letters from readers complaining that their cartridges were scratched or that they froze up. Then again, isn't it nice to see Saturn and PlayStation games priced under \$50, when N64 games are often \$70?

GAMES 'N' GEAR

Is Nintendo working on some sort of gun peripheral for the N64?

Miguel Alcantara
Santo Domingo,
Dominican Republic

Air Hendrix replies:

A Nintendo spokesperson told us that "there are no immediate plans for a gun peripheral, and in fact there are no shooter games in the works that would even use a gun."

THE MAGAZINE BIZ

I heard that E3 will be open for one day to the public this year. Is this true?

Josh Reisner
St. Louis, MO

The Net Nut replies:

That rumor's been circulating all spring. Sorry, but the Electronic Entertainment Expo, which is held in Atlanta June 19-21, won't be open to the public. You'll have to read upcoming issues of GamePro to get all the E3 info about hot new games.

WE'RE NOT PERFECT

In January's "PC GamePro" we stated that "most PC games are rated by the Recreation Software Advisory

Council" (RSAC). Douglas Lowenstein of the Interactive Digital Software Association (IDSA) wrote to point out that the Entertainment Software Ratings Board (ESRB) has rated over 1000 PC titles, as compared to the 400 games rated by the RSAC. GamePro regrets the error.

The company and availability date were missing from the preview of X-COM: Apocalypse (see "PC GamePro," May). X-COM is published by MicroProse and will be available in June. GamePro regrets the error.

CELEBRITY CIRCLE

Seth Kaplan asks for Sylvester Stallone's address. Write to the star of *Demolition Man* and *Judge Dredd* at his management company:

Sylvester Stallone
7685 Debeaubien Dr.
Orlando, FL 32835



READER REPORT

In March your faithful Reader Reporter asked you to identify your best and worst games of all time (see "Head2Head," March). Here are the six games you'd want on a desert island, and those you'd toss into the sea:

Best Games:

Resident Evil (PlayStation)
Sonic CD (Sega CD)
Super Mario 64 (Nintendo 64)
Super Mario World (Super NES)
Tekken 2 (PlayStation)
Warcraft II (PC)

Worst Games:

Braindead 13 (Saturn)
Dynamite Haddy (Genesis)
Highlander (Jaguar)
Mo Hawk & Headphone Jack (Super NES)
Time Killers (Genesis)
Ultraverse Prime (Sega CD)



Dizzying gameplay made some of our readers want to pull the plug on *Mo Hawk & Headphone Jack*.

Art Attack

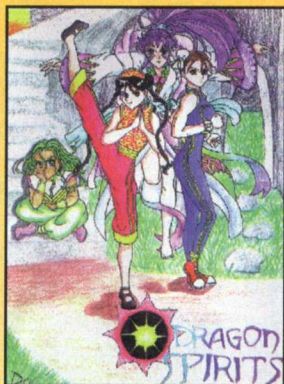
Pick of the Month



Jim Benton, Bloomfield, MI

PRIZE!

This month's winning artist will receive a GamePro T-shirt!



Devin Balmes, Schaumburg, IL



Joseph Morrison, Bloomingdale, GA



Meghan Hawkes, Prescott, AZ

Whaddaya Think?

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BUYERS BEWARE



By The Watch Dog

The weather's heating up, and so are some of our readers who are getting hot under the collar over their recent purchases.

Q: I recently tried to buy a Nintendo 64 for \$100 from someone over the Internet. I sent him cash, and he sent me nothing. Is there any way to get the N64 or my money back?
Kenjiro Yagi, San Jose, CA



See ya, C-note.

A: **The Watch Dog replies:** Basic advice for Internet transactions: Don't blindly mail cash or give out credit card numbers! Request that goods you want to buy arrive COD (Cash On Delivery). And try to deal with reputable companies with established Web sites rather than some anonymous person who only has an e-mail address.

Now, here's how to report bogus deals. First, call your local Post Office and ask for the number of the Postal Inspector. Mail fraud is a federal offense that the Postal Service takes very seriously. Second, look at the seller's e-mail address. Copy everything after the "@" symbol (@juno.com, for instance). Before the "@" symbol, type "webmaster," then send an e-mail to this address (webmaster@juno.com, for example) explaining your predicament. The webmaster for that person's Internet service may help you.

Unfortunately, any deal that sounds too good to be true probably is.

Q: The joystick on my N64 controller is sticking badly! Is there any way to clean it without voiding my warranty?

Tom Erickson via Internet



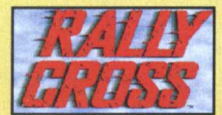
A sticky situation

A: **A Nintendo Consumer Services rep replies:** "We've had many calls from gamers whose joysticks got stuck, and in almost every case the problem has resulted from spilled food or drinks. To clean the joystick, unplug the controller from the system, then get a clean

toothbrush and a glass of hot (but not boiling) water. Wet the toothbrush, then carefully scrub all around the joystick. Do a slow, thorough job and work the bristles down as far as possible. Then wipe off the controller and let it dry overnight. If it works better, repeat the cleaning process. Definitely don't submerge the controller in water, and don't use any cleansers other than water. If the joystick still sticks, call 800/255-3700, and Nintendo's Consumer Services will make sure your problem is solved."

Q: I just bought Rally Cross for the PlayStation, and the package said that you can choose from six tracks and three types of weather conditions. When I turned on the game, however, I couldn't select any of these options, even though they're shown on an options screen. Is my game broken?

"Silver676" via Internet



Win races = Win options

A: **A Sony Customer Service rep explains:** "You have to earn those options. If you race a full season and finish first overall, the options are 'unlocked.' You can then select the six tracks and three weather conditions shown on the options screen."

Q: I still can't find a Nintendo 64 for sale in stores. Is there a phone number I can call to order a system?

Alex Allred, Bedford, TX

A: **The Watch Dog replies:** Nintendo doesn't sell N64s via phone order. However, they can help you find them at a local retailer. Call 800/255-3700, then press 2, then press 1, to access taped lists of toy stores, electronics stores, department stores, and mail-order catalogs that carry the N64. You can also speak to a live Consumer Services rep at this number.



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PRO NEWS

June 1997

Nintendo 64 Jumps on \$149 Bandwagon

As expected, in March **Nintendo of America** slashed \$50 off the price of the Nintendo 64 throughout North America, thus lowering the system's suggested price to \$149.95. The N64 now matches the price of the **Sony PlayStation**, which also dropped to \$149 just two weeks earlier. Unlike **Sony**, which also cut \$10 off new PlayStation games the same day it cut the system price, Nintendo didn't cut the price of its N64 games (most N64 games debut at \$60-\$80, depending on the retailer).

Nintendo and Sony are locked in a hard-fought war for consumer dollars, and each has stats to support a claim at the top spot. While the nine-month-old N64 has been selling faster than any U.S. system in history (almost twice as fast as the PlayStation), the 21-month-old PlayStation still has a much larger installed base around the world (over 13 million owners globally versus about 5 million for the N64).

As attractive as the new \$149 figure is, it's probably only a steppingstone to an even lower price. Many experts predict that both companies will reduce their prices to the \$99-\$119 range in time for Christmas.

Sega, meanwhile, is standing on the sidelines watching the two leaders slug it out. So far the **Saturn** price remains at \$199, but Sega points out that pack-in games are included with the system. Game prices appear to be the focal point of Sega's strategy: At the same time Nintendo and Sony were slashing their system prices, Sega announced that it was extending its Christmas '96 offer of three free games with a new Saturn and also cut prices by half on some of its Japanese games. Further price cuts on Saturn games in both Japan and the U.S. are expected this year.

Goin' Hollywood

This is shaping up to be a year when software companies decide they oughta be in pictures. Longtime gamemaker **Namco** has decided to get into the movie business by joining with **Sony** and the computer-graphics company **Polygon Pictures** to form a new moviemaking venture called **Dream Pictures Studio**. According to Namco, Dream Pictures will create "digital content for computer graphics-based films and entertainment software." However, there may be more specific announcements coming soon, as industry insiders speculate that Dream Pictures Studio's first product will be a full-length computer-generated film version of **Tekken**, Namco's popular series of fighting games.

Also jumping on the moviemaking bandwagon is **Sega Enterprises Ltd.**, which has joined with **Bandai** to produce four animated videos in Japan. These videos will be the first joint products resulting from the proposed **Sega-Bandai** merger announced last month. The videos will be based on the popular Japanese RPG **Sakura Wars**, and a new video will appear every other month. There's no word yet on whether the game or the

Inside Scoop

- Great news for sports gamers: **EA Sports** is bringing some of its top-rated games to the **Nintendo 64**. Under a recent agreement with Nintendo that extends for the next few years, EA Sports will have 64-bit versions of some of its best-selling titles ready for the first half of 1998. No specific titles have been announced yet, but the likely suspects include **Madden NFL**, **NBA Live**, **NHL**, and **Triple Play**. The company's first N64 sports title, **FIFA Soccer 64**, was released in late March.

- Buoying up a company in need of a hit, **Electronic Arts** has invested in **Accolade**, the long-time developer and publisher of the **Bubsy** games. According to the agreement, EA will distribute all new Accolade games, including the upcoming **NFL Legends Football '98** for the PC and **HardBall 6** for the PlayStation and PC.



Warcraft Adventures brings an exciting new look to the Warcraft series.

- The next **Warcraft** game is going to get a whole new look. **Blizzard Entertainment** has announced that **Warcraft Adventures: Lord of the Clans**, the third chapter in the epic Warcraft saga, is going to be a fantasy adventure game, not a real-time strategy game like its predecessors. The Windows 95 and Mac games should be out in time for Christmas.

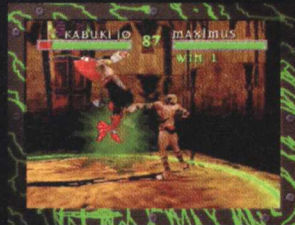
- **Sega** has brought its superstar mascot to the PC in a new compilation disc. Called the **Sonic & Knuckles Collection** and priced at under \$30, the Windows 95 CD includes three games with enhanced sounds and graphics: **Sonic the Hedgehog 3**, **Sonic & Knuckles**, and **Sonic 3 and Knuckles**.

- To revive its sagging fortunes, **Sega of America (SOA)** has appointed two new executives to key positions within the company. Interestingly, both are former vice presidents at **Sony** and helped successfully launch the **PlayStation**. **Bernie Stolar** is SOA's new chief operating officer in charge of expanding the North American business operations. And now heading Sega's software developments (including all console and Net Link games) is **Shuji Utsumi**. They will join the team led by the company's chief executive officer and chairman, **Shoichiro Irimajiri**, who assumed the top spot at Sega last summer (see "ProNews," October '96).

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movies will come stateside.

Disney and Pixar Animation Studios are reteaming to make a sequel to the 1995 hit movie *Toy Story*. Tim Allen and Tom Hanks have both signed on to reprise their roles as the voices of Buzz Lightyear and Woody, respectively. The movie is expected to be a direct-to-video release sometime in 1998, but no game has been announced yet.

All this movie news comes after Square had already announced that it was creating the computer graphics for some new unnamed movies (see "ProNews," November '96) and after Capcom's spring announcement that a \$25 million *Resident Evil* flick is in the works for a 1998 release (see "Head2Head," May). Coming in August, of course, is *Mortal Kombat Annihilation*, Hollywood's sequel to 1995's *Mortal Kombat* movie.

News from the Tokyo Game Show

April's Tokyo Game Show introduced some familiar names in familiar games. The biggest announcement concerned Tekken 3. Verifying the many rumors that had been swirling around the Internet for months, Namco said that its masterful arcade hit is coming to the PlayStation, probably in time for Christmas. No screen shots or details on the game were available (see next month's E3 preview for the latest on the home version of Tekken 3).

Also shown at the Tokyo show was the next Sonic the Hedgehog game. It'll be a real blast to the past: Called Sonic Jam, it will compile four previously released 16-bit Sonic games (Sonic 1, 2, 3, and Sonic & Knuckles) onto one Saturn disc. There's also a visual tour of various elements from Sonic's past, such as box art and character profiles. The game should be out this month in Japan; there's still no definite U.S. release date. **G**



Sakura Wars, a top-selling RPG in Japan, goes to video.



AOL

Hot News from GamePro Online

America Online users can now get daily game news updates. Use the keyword **GAMEPRO** to access GamePro Online, then head straight to the Hot News section to get the latest video game news. You can also read daily updates of news in the GamePro Online Web site at <http://www.gamepro.com>.

WEB

- Electronic Arts has scored a coup by securing the distribution rights (and some publishing rights) to upcoming games made by DreamWorks Interactive. The first game to be launched under the new deal will be *The Lost World: Jurassic Park* for the PlayStation, which is due out soon.
- Fans of the almost-extinct 16-bit Sega systems have something to look forward to. Sega has announced that *The Lost World: Jurassic Park*, will appear on the Genesis and Game Gear, hopefully in early summer. It'll be the first new game for these two systems in almost six months; probably the last '97 release for either system is *World Series Baseball '98* for the Genesis. As for the Super NES, Midway has announced that it has one last 16-bit game up its sleeve: Due later this summer is the *Atari Collection 1*, a compilation cart with *Centipede*, *Tempest*, *Battle Zone*, *Missile Command*, *Super Breakout*, and *Asteroids*. It'll be the final 16-bit offering from the company that brought MK3 and Doom to the SNES. Watch our "16-Bit Gamer's Survival Guide" for more 16-bit info.



The first Iron Soldier received a 5.0 Fun Factor rating in March '95; the release of the sequel should be heartwarming news for those scarce and patient Jag owners.

These games are available only via direct order. Visit the Telegames home page (<http://www.telegames.com>) for ordering info.

- In other news concerning dead or dying systems, you may be able to find some new Jaguar games to play. Although it's been a year since the system officially expired (see "ProNews," May '96), in recent months Telegames has quietly released four new carts for the Jag (*Towers II*, *Breakout 2000*, *Worms*, and *Zero 5*), two new CDs for the Jag CD (*Iron Soldier 2* and *World Tour Racing*), and even two new Lynx games (*Raiden* and *Fat Bobby*).

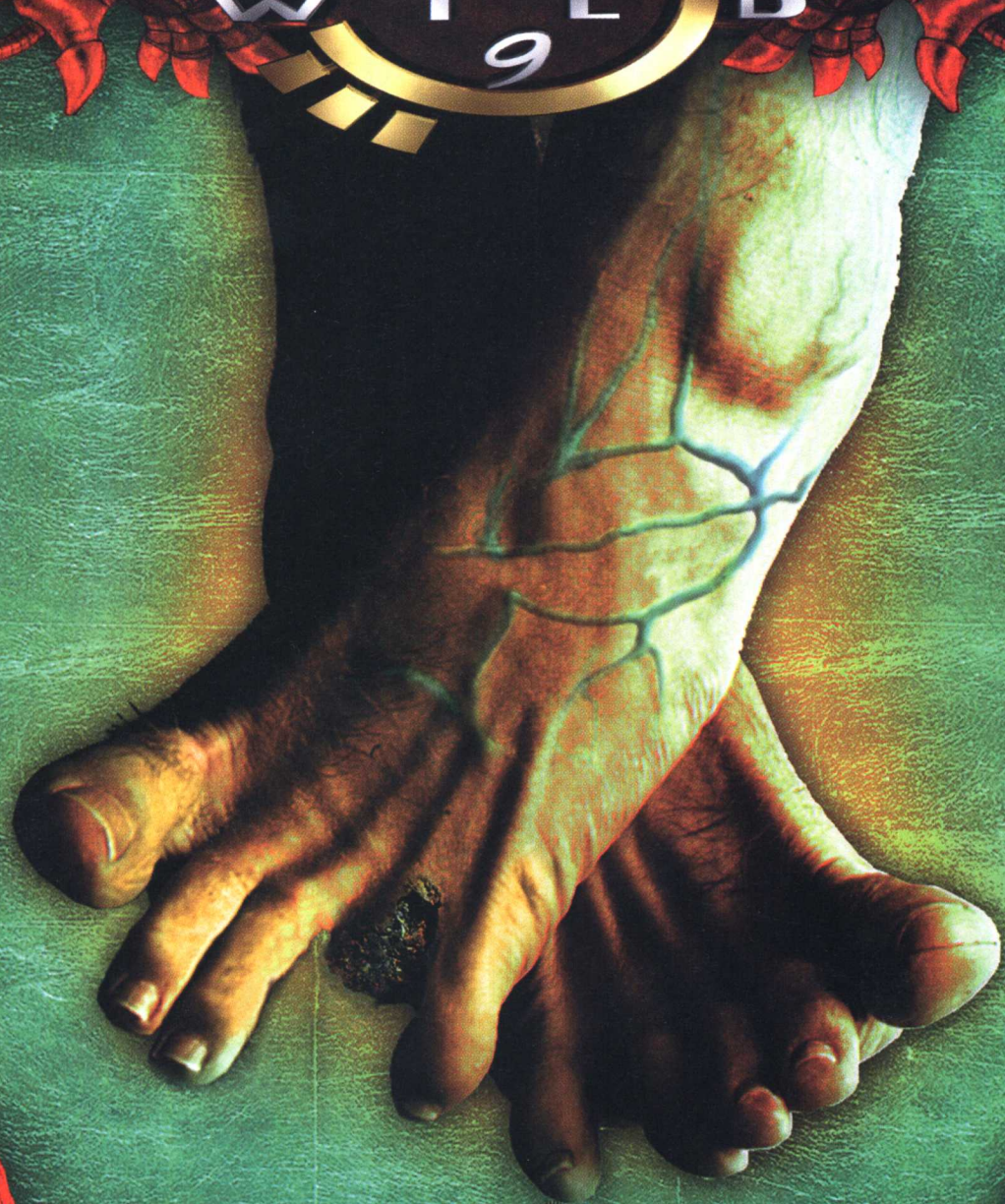


Pippin in peril?

- Apple Computers, designers of the Pippin game station for kids, has been suffering through major financial turmoil in recent months and has laid off thousands of employees. As a result, Apple may be saying adios to the Pippin. Apple execs have denied that the company has already scrapped the fledgling system, but they've admitted that such an idea has been discussed. The Pippin has never taken off in the U.S. as hoped—some analysts suggest it has reached only 20 percent of its sales target in its second year of release.

- SegaSoft has inked a deal to bring the popular Grossology books to disc. You'd remember these illustrated books if you saw them: They explain the science behind such attractive topics as projectile vomiting and zits. A hybrid Windows/Mac CD-ROM called *Grossology: The Science of Really Gross Things* will hit stores next Christmas. If that isn't gross enough for you, a Hollywood production company is developing a combination live action/animated TV show for Saturday mornings.

W I L D 9



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Online Gaming

If you're lookin' for multiplayer games, here are four more services competing in the online gaming wars.

By The Net Nut

In recent issues *GamePro* has detailed such high-profile online gaming services as TEN (see "Ten-hut!," February) and Mplayer (see "Mplayer Madness," March). But these aren't the only services that can hook you up for furious online head-to-head gameplay. Here's the lowdown on Kali, the Arena, VR-I, and Engage.

Krazy 'bout Kali

One of the biggest factors gamers must consider when they commit to online gaming is the cost. Participating in multiplayer games like Quake and Duke Nukem 3D on TEN and Mplayer can cost over \$20 a month. This is where Kali differs from other online gaming services.



Located at <http://www.kali.net>, Kali is one of the most affordable online gaming services (up and running for three years, it's also one of the oldest). The name comes from India, where Kali is the goddess of death and destruction.

Full unlimited lifetime access to multiplayer gaming on the Internet via Kali will set you back only \$20—that's once, not every month!

Kali works this financial magic by scaling down its services. You don't share in expansive community activities such as contests and tournaments that you get with TEN, nor can you utilize the high-tech voice chat and Scribbletalk communications that Mplayer offers. Kali doesn't have flashy graphics like the other services,

and they don't hype any big-name exclusive games. Kali merely provides you with some software to download. This software connects you to Kali servers which then enable you to connect to other people who are playing games on the Internet. Unlike TEN and Mplayer, Kali servers do not optimize the online gameplay, so the speed of the game is determined by the speed of your hardware, primarily your modem and the modems of the other players. Sound inexpensive and easy? It is.

In addition to the low cost, Kali has some good features that have helped it attract over 100,000 members. One is the easy startup: Just go to the Kali Web site (<http://www.kali.net>) and register to download the Kali software. Then all you do is scan a list of games going on around the country to see what's playing.

Other Kali features include real-time chat and profiles of players. You can also check another player's modem speed (called "ping time") so you know who your computer is compatible with to get the best gaming experience (players with mismatched modem speeds can get choppy gameplay).



Kali's Web site offers links to the home pages of its games, including the NovaLogic page for *Werewolf vs. Comanche 2.0*.

Kali's game list is impressive and includes such familiar names as Duke Nukem 3D, Quake, and Warcraft II (as with TEN and Mplayer, you must own your own copy of these games—you can't download complete games from Kali). What's more, this spring Kali added software for Mac owners. For economical gaming without all the extras, a trip to Kali can't be beat.



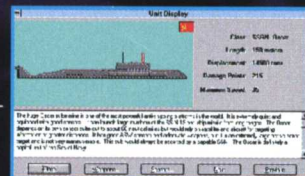
As you scan the list of Kali servers, you'll see many that are identified with specific games. In the lower left corner is info about the server, including the number of users.

Konnectin' with Kali

- URL: <http://www.kali.net>
- Cost: one-time \$20 fee
- Current games: Over two dozen, including Quake, Duke Nukem 3D, Command & Conquer, Mortal Kombat 3, and Warcraft 2
- Hardware requirements: 486/50 PC or 68000 Mac
- Operating system: DOS or Win 95 (PC), System 7.0 or later (Mac)
- Modem: 14.4 baud (28.8 is highly recommended)
- Must have Internet connection

Step into the Arena

For people who want to subscribe to more than one gaming service, the Arena is a convenient way to play and pay. The Arena, which is part of Earthlink, connects several online gaming services into one, so that by visiting the Arena Web site (<http://www.earthlink.net/thearena>) registered users can seamlessly access games from each individual service from one location. In addition, the separate bills for the different services are consolidated into a single



The Arena's Harpoon Online is Aries' multiplayer maritime war game which involves submarines and carriers in the North Atlantic.

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monthly statement that totals less than \$2 for every hour of gameplay (and you need only one password instead of multiple passwords for all the different services). At press time, the Arena united Engage, Aries, and the ImagiNation Network to give subscribers over a dozen games to play (including a card game for the Mac), with more services and about 50 games scheduled to be available by late summer.

If you're worried about latency problems, the Arena avoids the whole issue. Most of the Engage, Aries, and ImagiNation Network games fall in the strategy genre (Warcraft II, Diablo, and Casino Poker), not the fast shooting genre (such as Quake) which requires extremely low latencies.

A self-described "one-stop shop" for online gaming, the Arena also offers all the extra features of Engage, Aries, and the ImagiNation Network. There are tournaments and contests, real-time chat, an Equipment Depot selling hardware and software, and even an encyclopedia of gaming terms. While it may not appeal to hard-core shooter fans, the Arena is still a good, convenient showcase for online games.



The Arena uses Jetsons-like space stations and witty text to present all its options.



The Arena's community activities include links to Web sites and news-groups that discuss game strategy.

Enter the Arena

- URL: <http://www.earthlink.net/thearena>
- Cost: \$1.75 per hour
- Current games: Over a dozen, including Air Warrior, Warcraft II, Diablo, Harpoon Online, Macintosh Casino Poker
- Minimum hardware requirements: 486 PC or Mac LC III, 8 MB RAM
- Operating system: Win 95 (PC) or System 7.1 (Mac)
- Minimum modem requirement: 14.4 baud
- Must have Internet connection
- Sound card, joystick, and mouse recommended

Newbies: VR-1 and Engage

Two more online gaming sites worth checking out are VR-1 and Engage. Both are brand-new and are gradually assembling a full complement of online multiplayer games. VR-1 (<http://www.vr1.com>) started as a site devoted primarily to digital comics like MegaBot and Animal Kingdom. Right now there are six one-player arcade-style games up and running, all at no charge. The titles may be new (Orn Attack, Orn Patrol, Fishin' wit' Raunchy, HyperPlasmaBall, X3 DFN/DR, EDM Signal Isolation System), but the gameplay will seem familiar (Orn Attack, for example, is basically Asteroids).

Multiplayer games that promise to throw you into arenas against hundreds of live gamers are coming from VR-1 later this year, though. Of these,



Engage (<http://www.engagegames.com>) offers multiplayer games (such as Castles II) that can't be played elsewhere online.



Coming soon to Engage are four more multiplayer games: Shattered Steel, Dragon Dice, Battlechess 4000, and Rolemaster: Bladlands.

the flight sim Air Attack and the underwater strategy game SARAC Project are the most promising. The cost of multiplayer games hasn't been established yet.

And finally, Engage Games Online launched this spring after a lengthy beta test (<http://www.engagegames.com>). Engage is an online gaming service from which you download games to play. The initial games include Engage exclusives such as Rolemaster: Magestorm and Splatterball, with more to come soon (see "Online Gaming 101," January). Chat areas and bulletin boards are among the other services provided by Engage.

Unlike TEN and Mplayer, Engage charges different "pay-per-play" fees rather than monthly subscription fees. These hourly fees of either \$1.95 or \$2.50 (for advertising-free gaming) are actually tallied by the minute, so a quick online game may run you only a few cents. While the hourly charges may add up for devoted subscribers after a long month of gameplay, casual users may find these prices (and these exclusive games) good reasons to get Engaged. **G**



When it debuts, VR-1's Air Attack will strap you in the cockpit of a classic warbird such as a Mustang or Spitfire, with hundreds of opponents ready to blast you from the European sky.



SARAC Project is VR-1's upcoming strategy game that puts you at the helm of a small sub in an undersea colony. Currently, you can play six one-player games (<http://www.vr1.com>).

VR-1 and Engage

- VR-1's URL: <http://www.vr1.com>
- Engage's URL: <http://www.engagegames.com>
- Minimum system requirements for both: 486 PC, Win 95, 14.4 modem, Internet connection
- Current games for VR-1: Orn Attack, Orn Patrol, Fishin' wit' Raunchy, HyperPlasmaBall, X3 DFN/DR, EDM Signal Isolation System
- Cost for VR-1: Free for current library of one-player games; cost to play multiplayer games not yet determined
- Current games for Engage: Castles II, Rolemaster: Magestorm, Descent Online, Virtual Pool, Warcraft II, and Splatterball
- Cost for Engage: \$1.95 or \$2.50 per hour (without ads)

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Arcade Hardware

Looking for the latest video game hardware? Check out the arcades!

By the Whizz

Sure the buzz is about console systems, but arcade systems are powering up for heavy-duty action, too. Virtua Fighter 3 continues to turn more than a few heads, thanks to Sega's Power PC-powered Model 3 arcade board (see "Hot at the Arcades," July '96). Now a new generation of arcade games based on a new generation of arcade hardware from coin-op champs like Namco, Konami, Atari, Capcom, and Taito is poised for token-melting action.

Namco's System 12

It's no surprise that Tekken, Tekken 2, and Soul Edge ver. 2 took the PlayStation and the arcades by storm. They're powered by Namco's System 11 arcade board, which is based on 32-bit Sony Play-



Namco's System 12 powers Tekken 3.

Station technology, enabling Namco arcade games to make a swift and easy transition home. But the System 12, according to Namco, is 1.5 times faster than the System 11, which is why Tekken 3 looks like an instant winner (see

"Arcade World '97," this issue). Additionally, the System 12 makes possible higher graphics resolution and cool interactive backgrounds. How? Try dual PlayStation-style CPUs.

What's Hot at the Arcades: Tekken 3—what else!

Konami's Cobra System

Thanks to a collaboration with IBM, Konami's Cobra gets its bite from three Power PC processors. Cobra's specs boast polygon-handling performance of up to 5 million polygons/second at up to 250 million pixels per second. Graphics resolutions range from 640x400 pixels up to 1280x1024 pixels. For comparison, Sega's Model 3 board used in Virtua Fighter 3 maxes at 1 million polygons and at 640x480 pixel resolution.

Not at the Arcades: No games announced at press time, though arcade game-watchers are buzzing about a Cobra 3D fighting game demo at arcade trade shows.

Capcom's CPS III

Capcom's prepared to go all the way with 2D animated-graphics fighting games. Street Fighter III: New Generation (see "Arcade World '97," this issue) appears courtesy of a new 32-bit video platform, the CPS III, which uses

a CD-ROM drive and 776 megabits of system RAM. The CPS II powered Street Fighters for years, but Capcom says the CPS III can produce graphics that are four times more colorful and 200 percent smoother! For example, Ryu's Hadoken attack, reportedly animated by four frames of animation in



Capcom believes the CPS III will turn 2D fighting into an animated work of art.

Street Fighter Alpha, is now being buffed by a whopping 14 frames of animation.

Hot at the Arcades: Street Fighter III: New Generation

Atari Games' VooDoo Graphics

Atari Games hopes VooDoo can produce arcade magic. VooDoo Graphics is a powerful but low-cost 3D graphics accelerator chip set built by 3Dfx and originally designed for PCs. This means Atari's VooDoo units, unlike the Sega Model 3, are relatively inexpensive to produce and are still capable of pushing 1 million polygons

per second like the Model 3. Moreover, the Nintendo 64 uses a graphics chip design similar to the VooDoo, and Atari arcade units, the N64, and the PlayStation all house MIPS processors, so Atari games have a slick pipeline into console systems as well as into PCs.

Hot at the Arcades: San Francisco Rush, Wayne Gretzky 3D Hockey, Mace: The Dark Age

Taito's Wolf 3Dfx

Like Atari Games, Taito is also using 3Dfx VooDoo's in its Wolf arcade systems. Unlike the proprietary Atari hardware, Taito's arcade unit will be totally PC-based. The Wolf represents the first use of PC-standard graphics and system components in a Japanese coin-op unit.

Hot at the Arcades: Psychic Force 2

SNK's Neo-Geo 64

At press time, no specs were available for the SNK Neo-Geo 64. Watch out for the system's arcade debut set for August with Samurai Shodown 64. **G**

Some Online Info

Namco Arcade Products
<http://www.namco.com/NAL/index.html>

VooDoo Graphics Systems
<http://www.3dfx.com>

Konami Cobra System
<http://www.konami.com/cobrap.htm>

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hasn't been realistic enough.

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"Non-stop action and excellent graphics" — *Game Informer*

Tune In & Turn On

TV tuners take over! Need a TV but don't have the room? Let your PC handle your viewing needs.

By The Lab Rat

SPECIAL REPORT

Dig this: You come home from class, you've spent all day listening to your professor droning on and on about the Battle of Antwerp, and now you just want to relax a little, watch an hour or so of TV, then get to your homework. The problem is:

- Your dorm room is too crowded for a TV
- Your little brother/sister or mother/father is hogging the living room TV set
- You like your privacy, but you can't afford a new TV for your room
- Your parents are just too damn cheap

Aver Media and Proview know just how you feel. They've come up with affordable, easy-to-install TV tuners for your personal computer, called the TV Genie and the TV Box. Now you can enjoy watching television on your computer monitor without buying a new television.

What's even better is that you can also play video games on your PC through the AV hookup, or even connect a VCR or other AV device, making your PC a

true multimedia machine. Hook your PlayStation and VCR to the tuner, and you can play Tekken 2, watch Terminator 2, or write Term Paper #2 all on the same machine.

Both units operate on the same principle; instead of using complicated add-on video boards that may interfere with your system's hardware configuration, the units act as a VGA bypass for your video connector. In other words, the TV signal is filtered through the tuner, and that signal is then sent to your

monitor. It's kind of like using the VCR as a cable tuner.

Electronic Couch Potatoes

We tested both units on a PowerMac 8100/80 and an Acer Aspire P200. Both tuner units come in a basic four-piece set—you get the tuner, a VGA cable, power supply, and a remote control. Although both units are compatible with Macs and PCs, you will need to purchase adapters to fit the pin sets on the Mac cables.

The installation for both tuners is a snap. You disconnect the VGA cord, plug it into the tuner, then plug the provided cable from the tuner back into the computer. There are slots on both units for standard video and audio inputs and outputs, and although there's an optional teletext/closed-caption signal for the Proview, only the TV Genie comes with an S-Video input option (which should provide a clearer signal). The TV Genie, however, requires you to provide your own sound (external speakers), while the TV Box has a small speaker built in. Otherwise, both systems are nearly identical.

Now you're ready to rock. With the remote, you can

TV Genie



System: PC or Mac

Price: \$149

Available: Now

Features: Auto scan, on-screen display, Sleep and Timer functions. An alternate sound output (like speakers) is required.

Contact: Aver Media
510-770-9899

Web: www.aver.com

switch between TV, video games, and your PC with the flick of a button. Attach the co-ax input to a cable TV line or a really good antenna (the standard cheap RF antenna we used gave us really bad reception) and you've got high-resolution, low-radiation emission viewing on your PC. For the money (\$119 msrp for the Proview TV Box, and \$149 msrp for the TV Genie), it sure beats buying a 19" TV. **G**

Proview TV Box



System: PC or Mac

Price: \$119

Available: Now

Features: Full-channel auto-scanning, 24-bit true color, built-in mini-speaker, ability to work on computer and listen to your TV at the same time (so you can work during the commercials!).

Contact: Proview
714-379-4455



They have been born of fire —
hopefully they won't melt.

CLAY FIGHTER 63 1/3™



RATING PENDING
RP
CONTENT RATED BY
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Arcade

Here's a wrap-up of the ASI arcade show

By Johnny Ballgame

**Arcade
Review**

TEKKEN 3

Tekken 3 slams its way into the arcades with a game that's faster, smoother, and more brutal than ever, delivering the most head-smashin' fun per token of any fighting game out there.

Tekken's lineup of characters includes old favorites like Nina and Paul, as well as new knuckle-bruisees Jin, Xiaoyu, Hwoarang, and Eddy Gordo. The total number of fighters, however, is still unknown due to Namco's time-release system, which unveils new playable characters after the machine's been active in the arcade for a certain number of hours.

Controlling your favorite fighter has never been easier as Tekken 3 takes character movement and responsiveness to the next level. Combos and juggles are easier to pull off, while new wrinkles, like reversing those bone-busting ground moves, add to the advanced maneuvers skilled players can perform.

Tekken 3 terrorizes the competition with its array of muscle-mauling gameplay and good times. Tape up your fists and get ready to rumble with the baddest brawlers ever assembled!



PROTIP: Xiaoyu's strength comes from her crane technique, which is performed by tapping ↓ (LP RP).



PROTIP: Use quick, low strikes to frustrate opponents trying to pull off their big, powerful moves.



Paul fought the law and the Law won.



Jin is a quick and powerful fighter with deadly combos.



PROTIP: Hwoarang's combos and juggles are performed much like Baek's from Tekken 2.



Xiaoyu literally sweeps her men off their feet.



PROTIP: Use King's powerful kicks to wear down opponents and set them up for more deadly moves like the suplex.



Graphics

4.5 Although not quite up to VF3's breathtaking look, Tekken 3 still shines with stunning sights of its own. Namco improved the game's backgrounds and gave Tekken 3 some of the fastest, most fluid fighter movements around.



Sound

4.5 The wicked cracks of breaking bones will chill your spine, but the normal boots and fists to the face don't sound as high impact as they should.



Control

5.0 Whether you're Eddy Gordo doing a break-dance-kickin' move on fools or King suplexin' enemies into oblivion, Tekken 3 provides the most responsive controls of any arcade fighting game.



Fun Factor

5.0 Tekken 3's the fiercest fighting game to date, blending stylish looks with the coolest control and gameplay your quarters can buy. Fake fighters better step aside—the king's back in town.

World '97

in Las Vegas and the AOU show in Japan.
and Major Mike



STREET FIGHTER III NEW GENERATION



SF III's lineup of 11 fighters includes some old faces.



PROTIP: Parrying is the new counter move. When an opponent attacks, tap the directional toward them at the correct time to put yourself on the offensive.



One of Ken's Super Art moves—a Shadow Hurricane Kick!



PROTIP: Oro's Electromagnetic Blast is great for deterring opponents who like to jump in with an attack.



PROTIP: Stick to Ken and Ryu's effective Dragon Punches against air attacks and jumping opponents.

Graphics

5.0 SF III has the best hand-drawn 2D animation of any fighting game, courtesy of the new CPS III hardware. The characters all move fluidly, and the Super Art moves provide some visual fireworks.

Sound

4.5 The crystal-clear audio rings with intelligible yells and victory expressions. The musical themes for the characters jam, from the tunes for Ibuki's tranquil village to Elena's battle on a high bridge.

Control

5.0 SFIII scores a perfect round with flawless controls. The special moves and combos are simple to execute, and the Super Art attacks are almost as easy.

Fun Factor

3.5 SFIII looks and plays great, but it isn't the ground-shaking game we've been expecting. It lacks the number of moves and much of the flash that made Street Fighter Alpha 2 and Super Street Fighter II Turbo so much fun to play.

ARCADE SPECIAL FEATURE

SEGA™

The House of the Dead

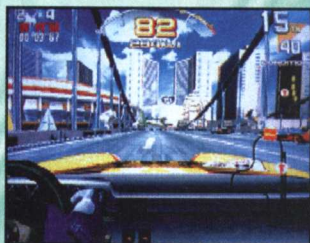
Virtua Cop meets Resident Evil in Sega's latest two-player ghoulish gun game. Filled with blood, guts, and gore, The House of the Dead pits players in hellish surroundings, forcing them to blast their way out.

The goal of the game is to rescue trapped research scientists while destroying nearly everything in your path. Depending on the decisions you make throughout the game, the story line, scenes, and enemies change, creating a new shooting experience every time you play.



Sega Super GT

Sega Super GT drove the show attendees crazy with adrenaline-filled action and racing good times. An unbelievably beautiful, fast, and smooth driving game that sports impressive detail, Super GT has no equal in arcade fun, especially in multiplayer competition. Four courses, four cars, 60 frames, and 1 million polygons per second make Super GT a game not to be missed!



Top Skater

Lace up your Vans and get ready to ride the world's first skateboard simulator. Skaters and wannabes alike will thrill through half pipes and ramps while pulling off amazing maneuvers like Ollies, Three-Sixty Flips, and Indy Nose Bones. The motion-based simulator delivers an authentic skating experience as you actually have to hop up on a board to play the game.



Virtua Striker 2

The world's most popular sport kicks its way into arcades with Virtua Striker 2. Goal-scoring graphics deliver some of the most realistic movements and stunning stadiums seen in any soccer game.

Sega's Model 3 board keeps this baby humming graphically at 1 million polygons per second.



The Future of Arcades?



Microsoft, with the help of the Australian company CybaNetix, is trying to revolutionize the arcade industry, and part of their plan was unveiled at ASI. Microsoft's idea involves loading arcades with game units that utilize Windows 95 technology, which would enable gamers to either access the Internet or play against others in multiplayer contests like Quake and Diablo. This new approach would also enable arcade owners to change the games in their machines for a relatively low cost, thereby keeping their arcades fresh with the hottest new titles. And with the emergence of MMX for the PC, Microsoft hopes its games can keep pace with top arcade dogs like Namco and Sega.

Microsoft

Armageddon

Although not on the show floor, Armageddon (based on the card game Magic: The Gathering) was shown to *GamePro* editors behind the scenes, and it has all the makings of a great game. Armageddon's an action/strategy game that pits wizards against each other in an arena of magic and mayhem. You create creatures, zap your opponent with energy, and teleport away from enemies as you attempt to kill the opposing wizard before he kills you.



Alpine Racer 2

Namco's Super System 22 hardware brings skiing to life with new courses and a new feature that enables you to change your view on the fly. You can choose from three characters and two racing modes, Gate and Downhill.



Armadillo Racing

A trackball racing game, this title relies more on a fast arm than actual racing skills. You spin the trackball to move your racing armadillo. When your racer reaches top speed, he rolls into a ball. Up to four armadillos can race against each other in linked play.



Alpine Surfer

Surfin'—snowboard style! In Alpine Surfer, you speed down the slopes standing on an actual snowboard to take the turns; the harder you lean into the board, the sharper the turn. Rounding out the features are two courses, two difficulty levels, and a hidden character.



Note: For info on Konami's new Cobra arcade hardware, please see "The Cutting Edge" in this issue.

GTI Club

Race on the winding streets of France's exotic Cote d'Azur with four cars and three difficulty levels. You can drive a regular race or play Bomb Tag mode, where you pass off a ticking bomb to other drivers in linked play.



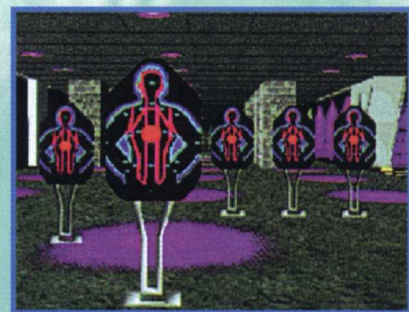
Operation Thunder Hurricane

This aim-and-shoot title uses a machine-gun rifle that recoils and features combat zones from the sky to the jungle. There's no reloading to worry about, which is helpful since you're assaulted by wave after wave of enemy troops, tanks, and choppers.



Deadeye

Another shooting game, this pistol-blast features several missions like saving hostages and obliterating terrorists. You shoot at pop-up wooden targets, and you're penalized for blowing away civilians and whenever you hesitate when shooting the bad guys.



Hang Pilot

This hang-gliding simulator uses two screens—one in front to see oncoming objects, and another below to see ground objects. The controls are also two-fold: A horizontal bar controls your speed and a swiveling board directs your flights.



Mace: The Dark Age

A 3D fighting game, Mace is powered by the Voodoo Graphics chipset, which gives the game beautiful visuals. Eight warriors fill the lineup, and five hidden fighters keep the fight interesting (see "Hot at the Arcades," February).



Real Bout Fatal Fury Special

The sixth Fatal Fury title features 19 playable fighters. Along with the usual Fury lineup that includes Joe Higashi and Terry Bogard, you'll find old bosses like Laurence Blood and Wolfgang Krauser.



Maximum Force

This gun game pits you against a powerful drug cartel for 30 minutes of intense shooting action, so get those quarters ready (see "Hot at the Arcades" May).



Atari's lineup also included San Francisco Rush.

Rampage World Tour

The revamped version of the arcade classic, Rampage World Tour was the highlight for Midway (see "Hot at the Arcades," May). This new version features improved graphics, sounds, and over 130 cities to destroy—not to mention several hidden areas. Choose from one of three monsters—Lizzy, George, and Ralph—each with different methods of destruction. Three players can simultaneously join the fray.



Midway also showed Cruis'n World.

Magical Drop III

More puzzle madness, this time with 16 tarot-card characters to choose from. Magical Drop III also uses an extra button that lowers the drops one level. Otherwise, it's just as addictive as Magical Drop II.



Star Wars Trilogy Special Edition

The highest-grossing movie series of all time storms into pinball form. Star Wars Trilogy Special Edition features 3D models of an X-Wing, Darth Vader's Tie Fighter, turbo lasers, and Han Solo in carbonite. Multiball action, Star Wars trivia, and an X-Wing fighter cannon that you must both load and fire add to the skill level of the game and to the excitement of playing pinball in the Star Wars universe.



NBA Fastbreak

Take it to the hoop in Midway's officially licensed NBA pinball game. NBA Fastbreak features a 24-second shot clock, an announcer who calls out the action, and an interactive back-glass game that enables you to shoot baskets for a multitude of points. There's even a million-dollar shot mode that gives players a chance to keep playing after their last ball has bricked its way into the drain.



The AOU Show



What's the arcade action like in Japan? Besides the big titles like Tekken 3 and Street Fighter III, here's what else is brewing overseas at the recent arcade show in Japan. — By Ken Ogasawara

CAPCOM

Vampire Savior

The third Darkstalkers game, Vampire Savior has the biggest lineup yet with 15 fighters. Hutizil, Pyron, and Donovan are history, but four new fighters have joined the melee: B.B. Hood, Q-Bee, Lilith, and Jedah (see "Hot at the Arcades," May).



Battle Circuit

Capcom carries on the tradition of side-scrolling, Final Fight-like titles with Battle Circuit. BC has five cyborg characters to choose from, and their special moves can be upgraded with money they collect in the various stages. Up to four people can play simultaneously.



Marvel Super Heroes vs. Street Fighter

LAST-MINUTE UPDATE

Fresh from Japan: First the Street Fighters took on the X-Men, now they battle the Marvel Super Heroes! The characters in this battle-fest include Cyclops, Sakura, Wolverine, Spider-Man, and what looks like a hidden character! Stay tuned to GamePro for more on this arcade fighting game.



The King of Fighters '97

KINGS



Ryu Yamazaki, Billy Kane, and Blue Mary join the lineup because they were voted into the game by three gaming magazines.

ARCADE SPECIAL FEATURE



E3 Sneak

A super-early look at what's

When the Atlanta Convention Center opens its doors on June 19-21 to the third annual Electronic Entertainment Expo (E3), popular video game journalist strategy says you rush to the hottest games first. Here's *GamePro's* must-see list so far for the PlayStation, Nintendo 64, and Saturn. Of course there's more, which you'll see next issue!

By Undercover Lover and Bonehead

E3 Games In This Issue

(See "Game Finder" in the Table of Contents)

Abe's Oddysee

Duke Nukem 3D

Spawn: The Eternal

Street Fighter III: New Generation

Tekken 3

Over 150 Hot E3 Games Coming in 1997 Or Early '98

Nintendo 64

BioFreaks, Midway, fighting games not formally announced • Body Harvest, Nintendo, alien abductions • Buggie Boogie, Nintendo, car battles • Clayfighter 63 1/2, Interplay, claymation fighter • Crazy Cars, Titus, racing • Creator, Nintendo, painting & animation • Deadly Honor, TecMagik • Donkey Kong Country 64, Nintendo, Christmas release? • Duke Nukem 3D, GT Interactive • Earthbound 64, Nintendo, first N64 RPG • HED, Ubi Soft, Rayman-style action/adventure • Final Doom II, Midway, not formally announced • F1 Pole Position, Ubi Soft, arcade-style racing • Freakboy, Virgin, "top secret" • F-Zero 64, Nintendo, update of classic 16-bit racer • Goldeneye 007, Nintendo, based on '96 movie • Jeopardy!, GameTek • Joust Epic, Midway, not formally announced • Ken Griffey Jr. 64, Nintendo, baseball • Kirby's Air Ride, Nintendo, action • Lamborghini 64, Titus, racer • Mace: The Dark Age, Midway, fantasy 3D fighting game • Legend of Zelda 64, Nintendo, bundled with 64DD? • Lode Runner 64, Banpresto, action/puzzler • Metroid 64, Nintendo, will Samus return for Christmas? • Mission Impossible & Mission Impossible 2, Ocean, action/adventure • Mortal Kombat Mythologies: Sub Zero, Midway, Kombat beat-em-up • Quake, Midway, shooter not formally announced • San Francisco Rush, Midway, arcade

PlayStation Premieres

GamePro's Mortal Kombattants are aching to play **Mortal Kombat Mythologies: Sub Zero** (Midway), the MK beat-em-up... **Mortal Kombat 4** (Midway) at E3? No way, Jose... **Crash Bandicoot 2** (Sony) should lead the pack of action/platform performers...

Spawn: The Eternal (Sony) will be ready to knock down the gates of Hell... **Blasto** (Sony) will be a sci-fi adventure game with a Flash Gordon-type hero and a bizarre sense of humor... Lara Croft should return in fine action/adventure style in **Tomb Raider 2** (Eidos).

Those Eidos guys also have a hot-sounding action/fighting game in the works, **Fighting Force**... Looking forward to seeing how well **Tekken 3** (Namco) translates for home duty and whether or not it looks ready for Christmas... **Resident Evil 2** should be the theme of Capcom's booth, but 2D fighters should also be nicely represented by **Marvel Super He-**

racer • **StarFox 64**, Nintendo • **Super Ghouls N' Ghosts 64**, Capcom, classic action/adventure • **Superman: The Animated Series**, Titus, super action/adventure • **Top Gear Rally**, Kemco, racing • **Turok 2**, Acclaim, dinosaur-hunting sequel • **Ultra Combat**, GT Interactive, helicopter combat • **Untitled snowboard game**, Natsume • **Untitled WWF wrestling game**, Acclaim • **Wayne Gretzky's 3D Hockey 2**, Midway, not formally announced • **WCW**



Resident Evil 2 (PlayStation)

Courier Crisis (PlayStation, Saturn, PC)

roes, **X-Men vs. Street Fighter**, and possibly **Street Fighter III**.

Acclaim may show **Turok 1.5** behind closed doors, and it will be different from the N64 version... **Nuclear Strike** (Electronic Arts) means helicopter combat could be better than ever... Submarine combat goes deep in **Critical Depth** (Single-trac)... Square's **Saga Frontier** from Japan should be ready to pull American RPG duty for Sony, and just for the record—**Final Fantasy VII**!... BMG Interactive promises Japanese anime will meet Disney-style animation in its 3D adventure game, **Monkey Boy**. Gotta see it... 3D gecko adventures, anyone?

Early word says **Gex 2** (Crystal Dynamics) is awesome!

Nintendo News

If **Legend of Zelda 64** (Nintendo) is at the show, the editors will be eager to see if it indeed resembles Mario 64's 3D adventure gameplay and rendered polygon look... However, Nintendo definitely plans to make its spaceship shooter, **StarFox 64**, its E3 star.

N64 racing games could be a hot ticket, led by **Top Gear Rally** (Kemco), **F1 Pole Position** (Ubi Soft), **San Francisco Rush** (Midway), **Rev Limit** (Seta), and **Lamborghini 64** (Titus)... The most intriguing

Wrestling, T-HQ, pro wrestling • **Wheel of Fortune**, GameTek • **Wild Choppers**, Seta, helicopter combat • **Yoshi's Island 64**, Nintendo, action/adventure

PlayStation

Oddworld: **Abe's Oddysee**, GT Interactive, action/adventure • **Ace Combat 2**, tentative title, Namco • **Alien vs. Predator**, Fox Interactive • **Apocalypse**, Activision, action starring Bruce Willis • **Atari Collection 2**, Mid-

way, includes **Gauntlet**, Millipede, **Road Blaster**, **Marble Madness**, **Crystal Castles**, and **Paperboy** • **Bass Masters Classic: Pro Edition**, T-HQ • **BioFreaks**, Midway, fighter not formally announced • **Blasto**, Sony, 3D, sci-fi action/shooter • **Bug Riders**, GT Interactive, insect racing • **Castlevania: Symphony of the Night**, Konami, action/adventure • **Clayfighter Extreme**, Interplay, claymation fighting game • **College Football '98**, EA Sports • **Command & Conquer: Red Alert**,

Peeks!

gonna be hot at E3!

racer could be **F-Zero 64** (Nintendo), the personal project of Nintendo game guru Shigeru Miyamoto.

GamePro RPG editors are eager to learn why **Earthbound** (Nintendo) will be the first N64 role-playing game released... **Yoshi's Island 64** (Nintendo) looks like an excellent adventure, making hands-on E3 testing a priority.

Can **NFL Quarterback Club 64** (Acclaim) score as the first N64 football game?... And **Ken Griffey Baseball 64** will be at the show even though it's not likely to appear during the 1997 baseball season.

Saturn Fighting Back

After sweeping the area for any hint of **Virtua Fighter 3**, the editors will be curious to see if **Last Bronx**, the big E3 game for Sega, has the stuff that made it a solid action/fighter in the arcades... The real Saturn star could be Lara Croft in **Tomb Raider 2** (Eidos) or Abe the alien of **Oddworld: Abe's Oddysee** (GT Interactive)... **Duke Nukem 3D** (Sega) will present first-person shooting with attitude in the original PC levels, but everyone's eager to see the new Saturn level...



StarFox 64 (N64)

Action/RPG fans are eager for **Shining: The Holy Ark** (Sega), a Japanese Saturn conversion from the popular series... **Courier Crisis** (BMG Interactive) sounds unusual enough to check out. Bike messenger action?... The editors hope and pray that Sega will see fit to bring **Bomberman** to E3... And gamers should find out what took Sonic the Hedgehog so long to make a comeback in **Sonic Jam** (Sega).



Fighting Force (PlayStation)

Westwood Studios, strategy • Courier Crisis, BMG Interactive, bike messenger action • Crash Bandicoot 2, Sony • Critical Depth, Singletrac, submarine combat • Deathtrap Dungeon, Eidos • Duke Nukem 3D, GT Interactive, "Come get some!" • Dynasty Warriors, Koei, weapons fighting game • Final Fantasy VII, Square • Final Fantasy Tactics, Square • Fighting Force, Eidos, 3D beat-em-up • Gamera, T+HQ, classic monster action • Gex 2, Crystal Dynamics, 3D gecko

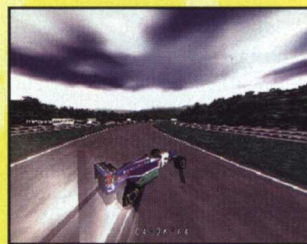
action • Golden Nugget, Virgin, casino sim • G Police, Psygnosis, futuristic action/adventure • HardBall 6, Accolade • HellRacer, Virgin, spaceship racer • International Track & Field sequel, Konami • Joust Epic, Midway, not formally announced • Lode Runner, Natsume, action/adventure • Mace: The Dark Age, Midway, 3D fighting game • Machine Hunter, MGM Interactive • Madden NFL '98, EA Sports • Mage-slayer, GT Interactive, fantasy adventure • Marvel 2099, Mind-



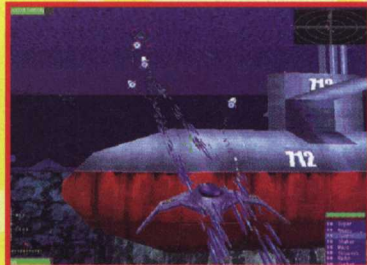
Tomb Raider 2 (PlayStation, Saturn)



Monkey Boy (PlayStation)



F1 Pole Position (N64)



Critical Depth (PlayStation)

scape, comic-book heroes • Monkey Boy, BMG Interactive, simian RPG • Mortal Kombat Mythologies: Sub Zero, Midway, beat-em-up • Motor Mash, Ocean • NBA Live '98, EA Sports • NCAA GameBreaker '98, Sony Sports • NFL GameDay '98, Sony Sports • Necrodome, SSI • NHL '98, EA Sports • NHL Face-off '98, Sony Sports • NHL Powerplay '98, Virgin • Ninja, Eidos, action/fighting • Pennant Race '97, Sony Sports • Pitfall 3D, Activision, action/adventure •

Propaganda, Virgin, driving combat • Rayman 2, Ubi Soft, action/adventure • Rebel Moon Rising, GT Interactive • Resident Evil 2, Capcom • S&M: Slaughter and Mutilation, Virgin, 3D fighting game • Saga Frontier, Square, RPG • San Francisco Rush, Midway, racing • Spawn: The Eternal, Sony, action/adventure • Spec-Ops, BMG Interactive, military sim • Superman: The Animated Series, Titus, action • SWIV, Interplay, helicopter combat • Time Crisis, Namco, shooter • Tobal No. 2, Sony, action/fighting game • Tomb Raider 2, Eidos, Lara Croft returns • Treasures of the Deep, Namco, underseas action • Turok: Dinosaur Hunter 1.5, Acclaim, shooter/adventure

Saturn

Oddworld: Abe's Oddysee, GT Interactive, action/adventure • Alien vs. Predator, Fox Interactive, together at last • Courier Crisis, BMG Interactive, bike-messenger madness • Duke Nukem 3D, GT Interactive, "Groovy!" • Enemy Zero, Sega • Fighting Force, Eidos, 3D beat-em-up • G Police, T+HQ, action based on anime classic • Last Bronx, Sega, 3D beat-em-up • Manx TT Superbike, Sega, motorcycle racing • Mortal Kombat Mythologies: Sub Zero, Midway, MK beat-em-up • Ninja, Eidos, action/fighting • Quake, Sega, shooter • Rayman 2, Ubi Soft, fantasy action/adventure • Resident Evil, Capcom, zombie adventure • Sentient, T+HQ, strategy • Shining: The Holy Ark, Sega, action/RPG • Sky Target, Sega • Sonic the Hedgehog game, Sega, could be Xtreme • Superman: The Animated Series, Titus, superhero action • Tenka, T+HQ, sci-fi shooter • Tomb Raider 2, Eidos, 3D action/adventure for the fall • World Series Baseball '98, Sega Sports

Super NES & Genesis

Atari Collection 1, Midway, includes Centipede, Tempest, Battle Zone, Missile Command, Super Breakout, and Asteroids, SNES • Brunswick Tournament of Champions, T+HQ, bowling, SNES • F-Zero, Nintendo, update of classic racing, SNES • Lost World, DreamWorks Interactive, Genesis • Madden NFL '98, T+HQ, SNES/Genesis • NBA Live '98, T+HQ, SNES/Genesis • NHL '98, T+HQ, SNES/Genesis • Timon & Pumba, T+HQ, Lion King action/adventure, SNES • World Series Baseball '98, Sega Sports, Genesis

Sneak Previews

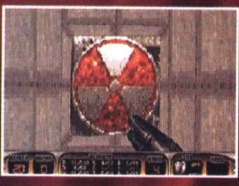


DUKE NUKEM

3D

Saturn

By Major Mike



Graphics & Sound

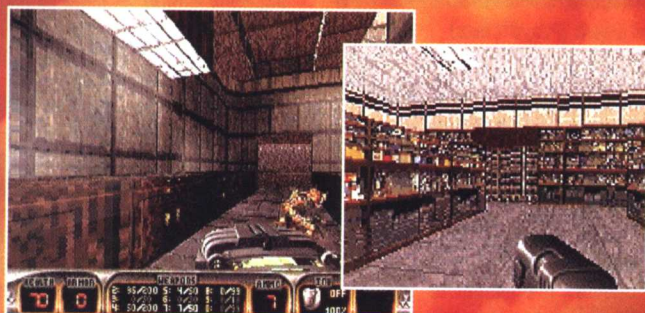


The graphics are almost as good as those on the PC: The scrolling and scaling are smooth, but this early version tends to slow down in certain areas. While the various surroundings sport excellent detail, objects (especially monsters) turn into a mass of big pixels when you're up close and personal. The music isn't in yet, but the sound effects remain true to the PC version—especially Duke's infamous one-liners. There's no word, however, whether the raunchy humor and profanity of the PC version will be retained.

Developed by GT Interactive
Published by Sega
Available July

30% COMPLETE

Fun Factor



Duke has the makings of a good PC-to-home translation. There's plenty of blood, gore, weapons, and humor—all the elements that made Duke a hit in the first place. This version will feature 27 levels ported directly from the PC, along with an original level created exclusively for the Saturn.

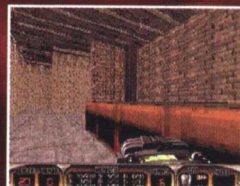
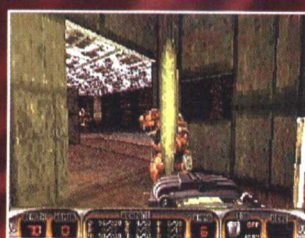


"Come get some" when the popular PC title Duke Nukem 3D hits the Saturn in July.

Control



In this unfinished version, the controls felt loose, so the character had a tendency to slide. Hopefully, the final product will clear up this problem—especially since precision jumping is required in most levels. What remains to be determined is how Duke's multiple functions (like maintaining weapons and other items) will be incorporated into the nine-button Saturn controller.



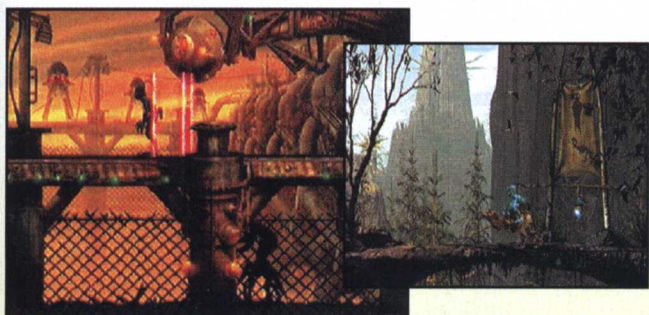


Oddworld: Abe's Oddysee

PlayStation

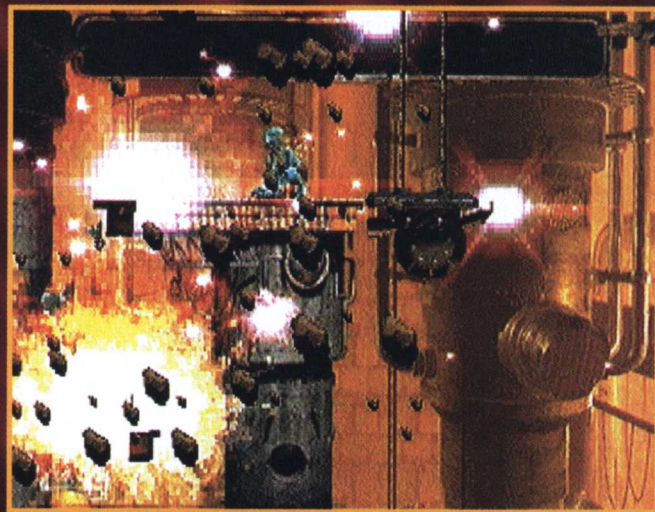
By Air Hendrix

Gameplay



Sure, platform games have been done to death, but the freshness and humor of *Oddworld: Abe's Oddysee* will reel in even the most jaded action/adventure pro. As an escaped slave struggling to prevent his race's extermination, Abe carries the day by being stealthy and smart, not by packing big guns. *Oddysee* serves up plenty of twitch-style jumping and fighting, but the heart of the action lies in steering Abe through traps, defusing mines, sneaking past sleeping guards, and the like. Abe can even possess his enemies, which enables you to assume control of enemy guards and deal out death with abandon.

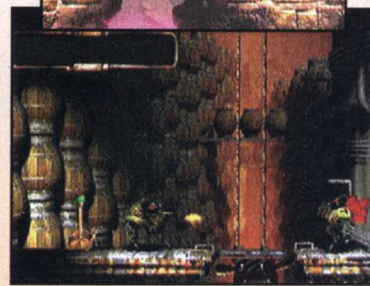
By the way, if *Oddysee* looks familiar, you've seen its earlier incarnations in *GamePro* before (see "Epic 1's Looking Large," December '96, and "E3 Explodes," August '96) under the names "Oddworld Inhabitants: Epic 1 Starring Abe" and "Soul Storm," respectively. Hopefully, "Oddworld: Abe's Oddysee" is what you'll see on the box come September!



With a healthy helping of charm and innovation, Abe's Oddysee already packs the potential to reign as one of the top PlayStation titles coming out this fall.

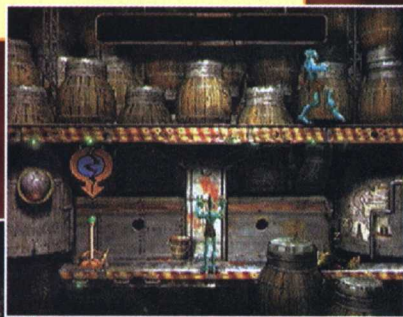


Graphics & Sounds



Graphically, *Oddysee's* dazzling. Abe's unique style of movement is both fluid and humorous—his sneak move, where he delicately tiptoes past foes, is a real side-splitter. Gorgeously rendered backgrounds also breathe life into the game.

On the sound side, Abe's ability to talk out loud adds depth to the gameplay. Our hero can use simple statements like "Hello" and "Follow me"—or even farts—to interact with other characters and solve puzzles and obstacles.



Developed by Oddworld Inhabitants
Published by GT Interactive
Available September

60% COMPLETE

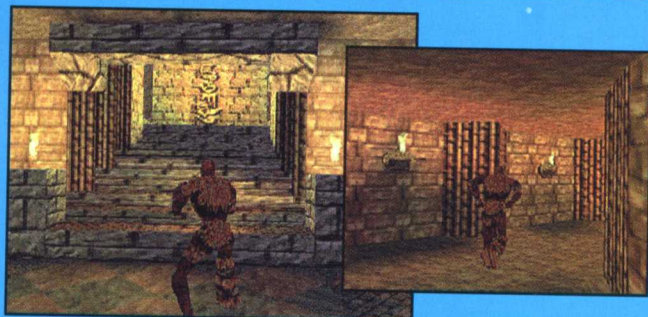


Spawn: The Eternal

By Dr. Spawn-bie

PlayStation

Spawning the Mood

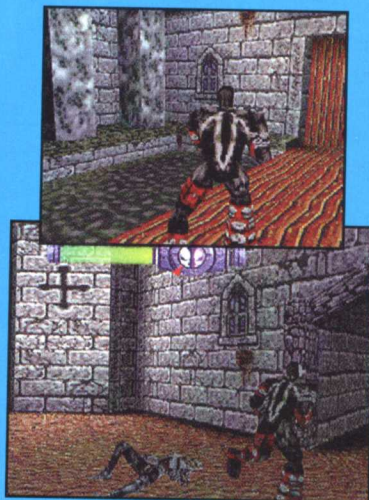


Sony will try to rev the PlayStation's graphic engine to produce impressive, sharp-looking visuals that effectively capture the ominous mood of the Spawn comic books. In this 40 percent beta version of Spawn, real-time lighting effects, ambient shadows, detailed 3D environments, and fluid, motion-captured character animation created a believable, digital representation of life in Hell.



From his top-selling comic-book origins, the dark superhero Spawn has lent himself to a popular action-figure toy line, full-length feature movie, animated TV series, and now an impressive-looking video game that rings true to its comic origins, while providing gameplay features that are sure to attract non-comic fans.

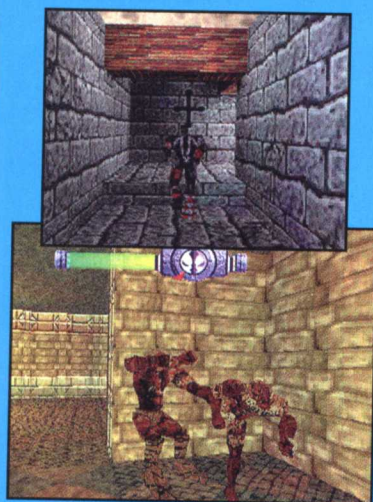
Fight to the Death



Spawn combines Tomb Raider-like exploration and puzzle-filled gameplay with plenty of hardcore battles. The Sony Interactive programmers are Tekken 2 fight fans, who say their aim is to replicate Tekken 2-style mechanics, like button-tap combos and cool throws. There are also power-ups and magic spells to add to Spawn's lethal arsenal of fight options.



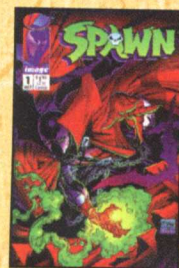
From Hell to Heaven



Spawn is a reluctant agent of Hell who barter's his soul for a chance to return to his wife on Earth. The game loosely adapts the comic book storyline spanning 18 massive levels, and transforms Spawn in 3 different time periods: Savage Spawn, Medieval Spawn, and Street Spawn. All your favorite Spawn villains such as The Clown, Violator, and The Soul Trapper await you.



The World of SPAWN!



Comic book (Image Comics) by Todd McFarlane that spawned Spawn in 1991.



Action figures (McFarlane Toys): Spawn author McFarlane personally designs these toys.



Live action movie (New Line Cinema) will star Jai Michael White as the undead Spawn.

Developed and published by Sony Computer Entertainment of America
Available August

40% COMPLETE



Ace Combat 2

PlayStation

Namco will follow its premiere PlayStation hit, Air Combat, with a new and improved sequel, but details were a little sketchy at press time. According to Namco, Ace Combat 2 (tentative title), will feature twice as many missions, more planes, and support the analog joystick.

If these screens taken from the 30-percent beta version are any indication, the graphics will be improved in this go-round, with cleaner edges and sharper detail (the first game overcame somewhat shoddy graphics with speedy gameplay). The real test, of course, will come when *GamePro* takes the jets out for a joust. —*Scary Larry*



Developed and published
by Namco
Available September

30% COMPLETE

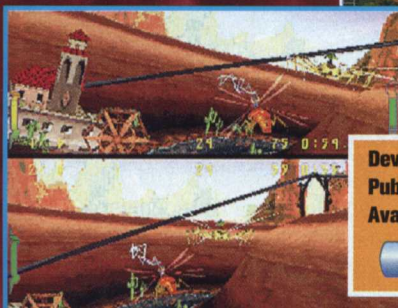


Bug Riders

PlayStation

Win 95

Bug Riders puts you on the backs of giant flying insects in six racing environments. Not only do the bugs move around each other, they can go over or under challenges to get ahead. You can whip them into the lead, just like you would a race horse, or use weapons for forward or rear attacks. The PlayStation game will offer two-player split-screen death matches, while the Win 95 version will be networkable for multiplayer competition. Gentlemen, start your bugs! —*Bone*



Developed by n-Space
Published by GT Interactive
Available October

40% COMPLETE



one nation under Odd

ODDWORLD: ABE'S ODDYSSEY

playstation™ gets odd september 1997



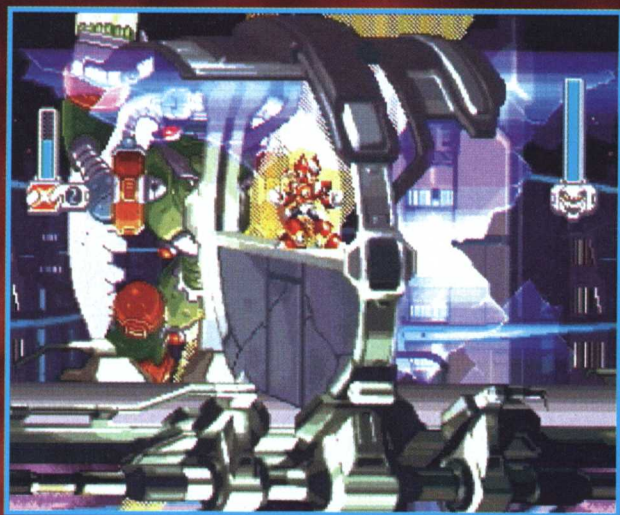
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Mega Man X4

Saturn

By Major Mike



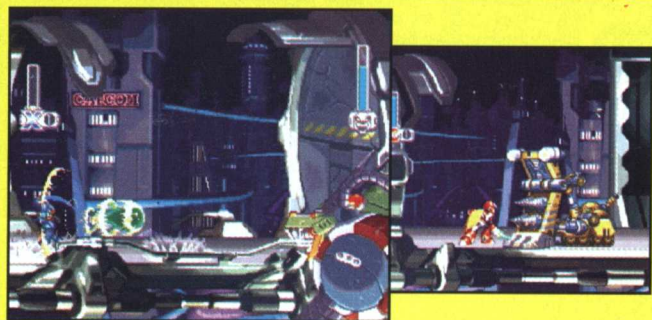
Mega Man X and Zero join forces again for their first 32-bit appearance in the MMX series!



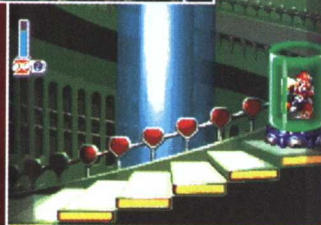
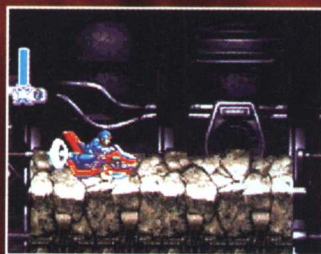
2D Is OK



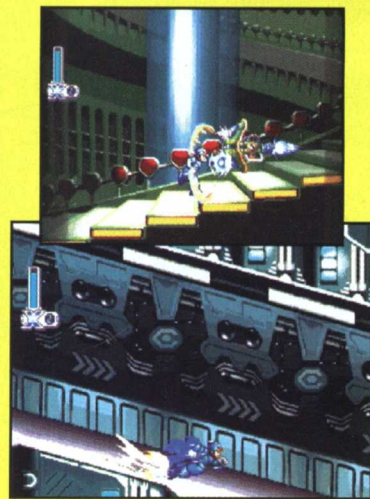
X4 features excellent sprite graphics and pays great attention to detail—everything, from the recoil of Mega Man firing his Megabuster to the complex circuitry of the various bosses, is intricately displayed. The music's pounding beat goes perfectly with the action, and the sound effects provide an earful of crashes, explosions, and laser blasts.



The Mega Man X series makes the jump from 16- to 32-bit for more trademark side-scrolling, shooting action with Mega Man X4. So far it looks like you can play as either the Megabuster-packing Mega Man X or the lightsword-toting Zero. X4 takes a more serious stance than the usual Mega Man games, using fewer cute characters, like Roll and Rush, and focusing more on hard-hitting action.



Mega X-citement



Looks like Mega Man X is ready to give next-gen system owners a healthy dose of 2D action. Although it's very early in development, X4 is shaping up to be another worthy entry in one of Capcom's longest-running action series.

Developed and published by
Capcom
Available June

50% COMPLETE



Sengoku Musou (Dynasty Warriors)

PlayStation

Yes, Dynasty Warriors (called Sengoku Musou in Japan) is a fighting game from Koei! Literally shredding its reputation for slow-paced historical strategy games, Koei has created a nasty, cutting-edge weapons fighting game that in its completed Japanese form looks and plays like a classy contender. Staying true to Koei form, the game's 13 fighters are based on characters from Koei's strategy game Romance of the Three Kingdoms. Moreover, the weapons and the armor are authentic 2nd-century Chinese designs. Although the Japanese version doesn't quite sport the complexity and fluidity of Namco's Soul Blade, Warriors may signal the beginning of a Koei fighting games dynasty...and that's really saying something. —Toxic Tommy

Overseas Preview



Developed and published by Koei
Available in the U.S. in June
100% COMPLETE

for Odd's sake

ODDWORLD: ABE'S ODDYSSEE

playstation™ gets odd september 1997



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Treasures of the Deep

PlayStation

By Air Hendrix



Hot on the heels of developing excellent air battles like *Black Dawn* and *Agile Warrior*, *Black Ops* is diving beneath the waves with what looks like the company's best game yet.

Features & Gameplay



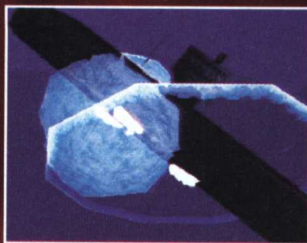
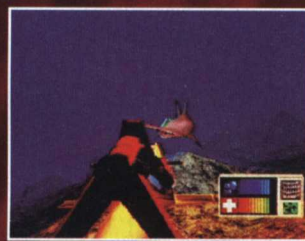
Treasures of the Deep sends you scouting beneath the sea for gold, but this game is no wishy-washy Jacques Cousteau adventure. As a member of the Underwater Mercenary Agency, you face a long list of combat-laden missions like destroying the cargo of a sunken drug-smuggling vessel, recovering a satellite from a downed space shuttle, and battling a nefarious spy network. Along the way, of course, you score doubloons and other riches from sunken hoards.

Black Ops arms you well for the fray, loading you up with nets, torpedoes, welder's torches, Maverick missiles, plasma bombs, freezer bombs, and the like. You can also use the cash you earn from treasure hunting to upgrade your wet suit, sub, and more. *Treasures* is shaping up to be an adrenaline-ridden fight you won't want to miss.

Graphics



Treasures already sports the best underwater graphics on the PlayStation. Beautifully rendered sharks, mantas, and more slice lethally through the water, moving with life-like fluidity. The 3D underwater environments are jammed with sharp details, eye-catching lighting effects, and screen-rocking explosions. The action's clean and quick, too, with none of the draw-in problems that popped up in *Black Dawn*.



Developed by Black Ops Entertainment
Published by Namco
Available August

80% COMPLETE



Mageslayer

PlayStation Win 95

Harkening back to the days of Gauntlet, Mageslayer brings that classic top-down perspective to the PlayStation, along with some swords-n-sorcery mayhem that might just shape up into one addictive fight. Charged with locating five relics that are crucial to defeating the vile Lore Thane, players wade through 30 levels jammed with enemies to slaughter and puzzles to solve. Gamers assume the role of a warlock, an inquisitor, an arch-demon, or an earthlord; each character has four attacks, a special ability, and ratings in speed, health, and toughness.

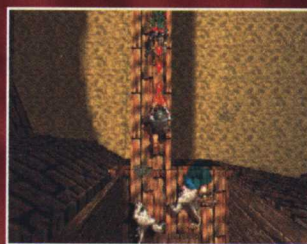
Mageslayer also introduces a quasi-RPG flair as accomplishments like victories in battle or unearthing treasure earn experience points. When characters accumulate enough points to reach a new level, they score a new attack. —*Air Hendrix*



Mission: Impossible

Nintendo 64

Mission: Impossible's delay from Christmas '96 to fall '97 might just pay off. MI is a good-looking hybrid of strategy and action: You solve intricate puzzles, then blast your way past enemy agents and guards. This third-person-perspective game loosely follows the movie's plot, taking you from a Russian embassy to CIA headquarters, and concluding with a train scene. Infiltration and espionage are the goals, requiring you at times to subdue a character so you can masquerade in their clothes with a mask of their face. Like the movie, the game's filled with gadgets (such as a mouse cam for views into locked rooms) and weapons (including a mini rocket launcher and a pen that shoots blow darts). One of the stronger N64 games for fall? Mission: Possible. —*Bone*



Developed by Raven Software
Published by GT Interactive
Available October

40% COMPLETE



Developed and published by
Ocean of America
Available Fall '97

50% COMPLETE

in Odd we trust

ODDWorld: ABE'S ODDYSEE

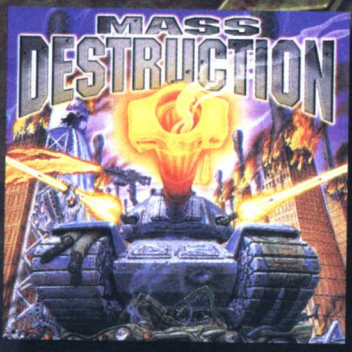
playstation™ gets odd september 1997



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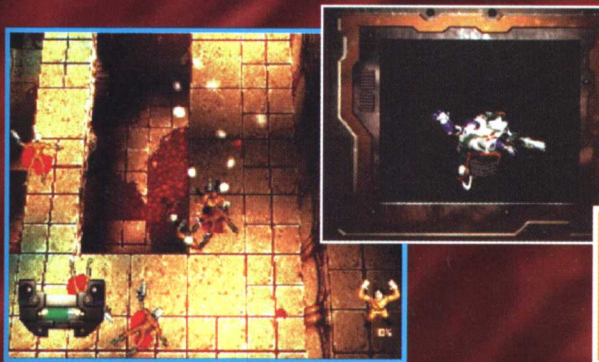
Machine Hunter

PlayStation Win 95

Machine Hunter is shaping up to be a great-looking overhead-view shooter with a couple of cool twists. For one, you can pilot different droids once you defeat certain enemies. For another, it features multilayered terrain where you can scale ramps and see action taking place below you.

The graphics in the preview version are topnotch. Movement is smooth, unhampered by slowdown, and the graphics feature effective light sourcing.

Machine Hunter's solid selection of weapons, including plasma cannons and grenade launchers, and bizarre alien terrains could make it a good choice for Loaded lackeys looking for a new thrill. —*Scary Larry*



Developed by Eurocom
Published by MGM Interactive
Available May

40% COMPLETE



Syndicate Wars

PlayStation

Syndicate Wars, the sequel to the pedantic strategy game, Syndicate, will be a little more edgy and a lot more explosive than its 16-bit predecessor. This time the motto "Corporate Persuasion Through Urban Violence" sets the tone for the 3/4-overhead action game. You equip your corporate spy with nuclear grenades, razor wire, insanity gas, and more as you search out a sinister group called The Nine in an attempt to right the new world order in your favor—by any means necessary.

With interactive environments that can be completely destroyed and over 60 missions in 30 cities, Syndicate Wars will appeal to war-sim strategists with designs on future conflicts. —*Scary Larry*



Developed by Bullfrog Productions Ltd.
Published by Electronic Arts
Available June

70% COMPLETE

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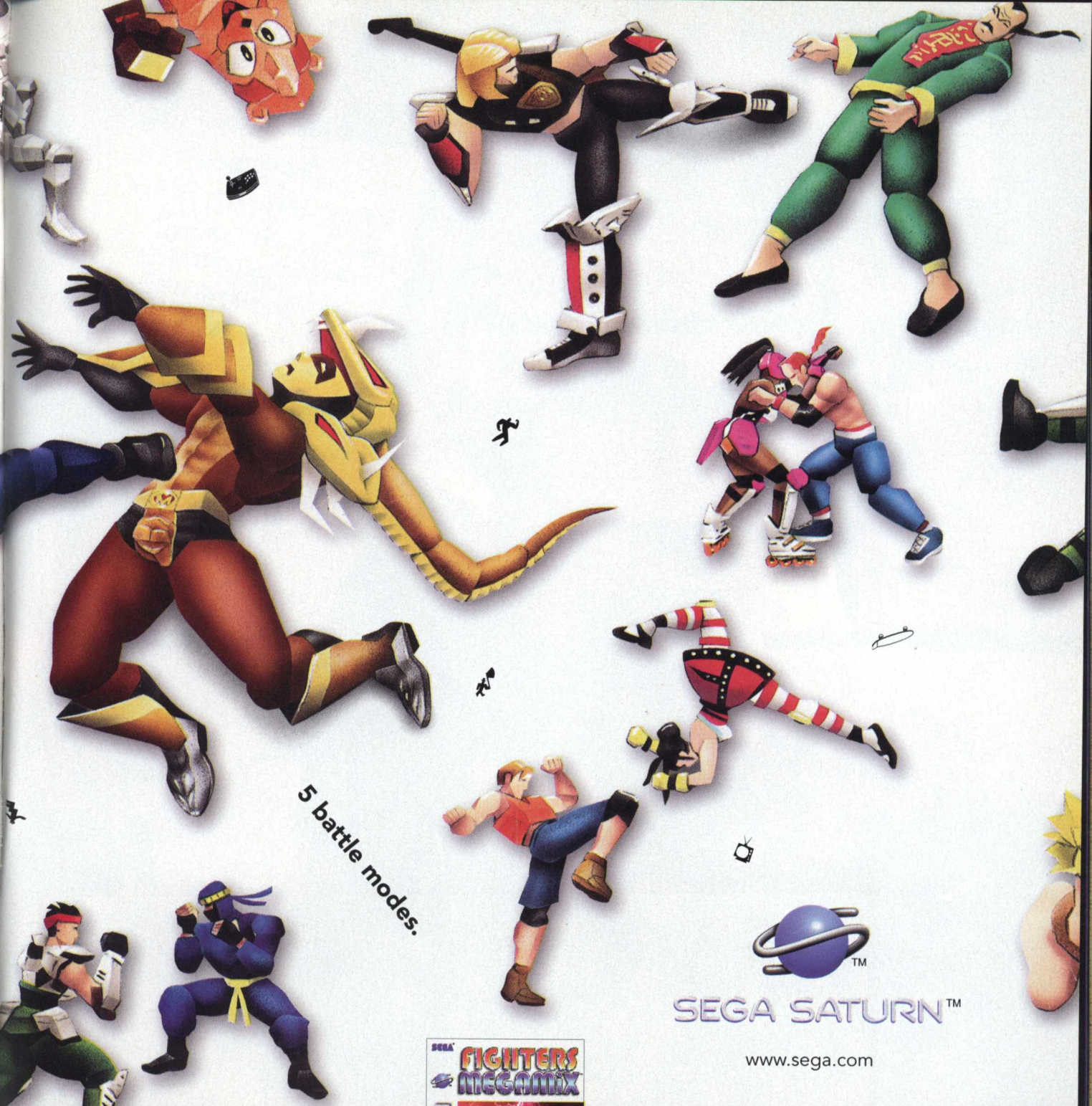
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mother said
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PC GamePro REVIEW

DOS, Win 95

By Air Hendrix

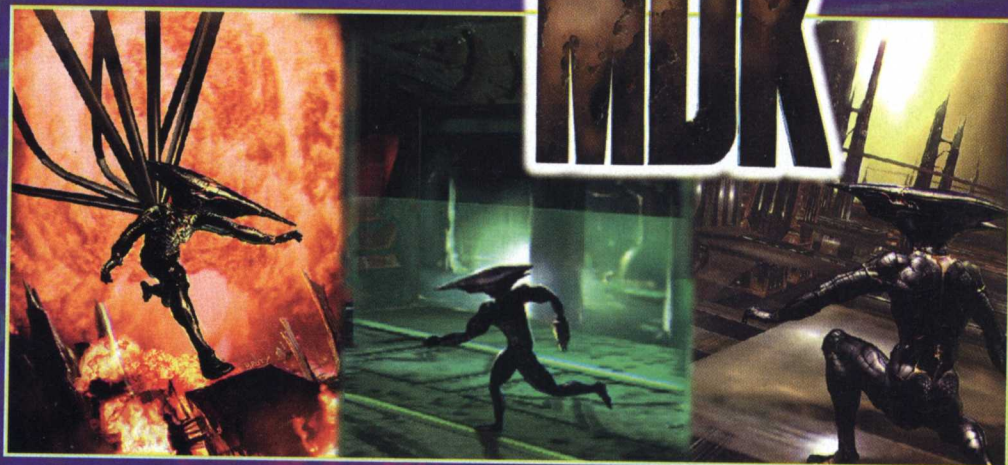
Unlike many highly publicized games before it, MDK easily lives up to all its rampant hype, delivering one of the year's most creative, engrossing, and just plain fun games. Replete with a humorous flair, eye-popping graphics, and intense, varied action, MDK's a blockbuster that every PC gamer should play.

Murder Death Kill

Once again, aliens are ravaging Earth—this time they're traipsing across the continents in six mammoth mobile cities called Minecrawlers. Humanity's only hope lies in an orbiting research station, where an inventor/genius clads his assistant, Kurt, in an armored stealth suit and sends him out to save the world.

It's none too original as far as stories go, but more importantly, the tale creates a rock-solid backdrop for MDK's gripping gameplay. Each Minecrawler makes up one of the game's vast levels, and at the start of each, Kurt parachutes into the Minecrawler to shut it down. Once he lands, he must penetrate and destroy the Minecrawler's nerve center, playing mostly from a highly effective floating third-person view.

Kurt's equipped with some seriously smokin' armaments. His sleek suit sports a sniper helmet and a reusable parachute that enables him to glide. The awesome sniper helmet adds a whole new dimension to the action, enabling Kurt to zoom across large distances and plunk a round directly through an enemy's eye from a first-person perspective. Power-ups aug-

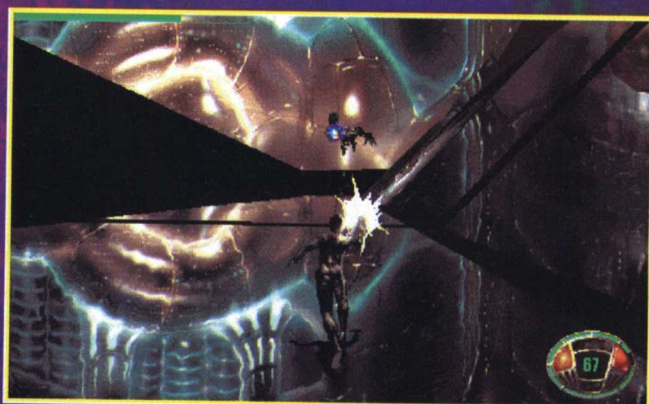


MDK

ment the helmet with fierce firepower like mortars, sniper grenades, homing bullets, and more. Kurt also packs a less accurate but potent gun in the third-person view, and he can collect cool extras like grenades and dummy decoys.

Sizzling Action

Shiny Entertainment (MDK's developer and the creator of the classic Earthworm Jim) took advantage of this open-ended setting with impressive creativity, fashioning enormous levels with widely diverse looks and equally diverse styles of gameplay. You tackle everything from gunning through hordes of aliens to crawling inside an enemy droid to sneak past your foes. Some levels even pose challenges like go-

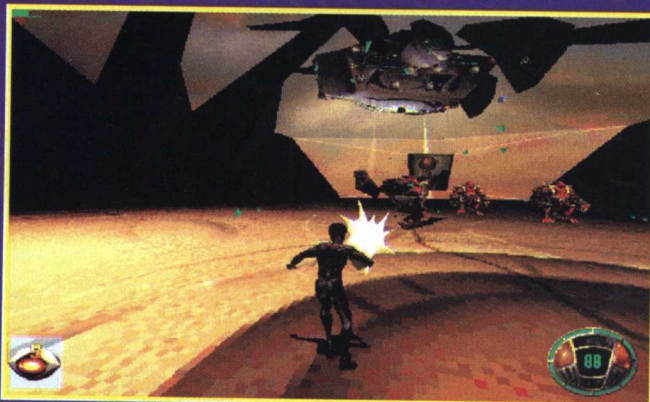


PROTIP: When facing stationary targets, shoot continually while quickly alternating between running toward and away from the target. When timed correctly, you'll duck underneath the incoming fire.

ing on bombing runs or snowboarding across a Minecrawler while blazing away at aliens. A few areas focus too much on the stuff of standard platform adventuring (long series of unnecessarily tricky jumps and


the like), but on the balance, MDK keeps the surprises and the fun coming at an unrelenting pace.

The sniper helmet adds another layer of intensity and depth because in many situations, it's smarter to hide in the shadows and snipe away



PROTIP: When encountering crowds of mobile enemies, shoot continually but use the Strafe key to circle around them and stay ahead of their fire.

MDK by Playmates Interactive

Graphics	Sound	Control	Fun Factor
			
5.0	5.0	5.0	5.0

\$49.95
Available now
Action
1 player
Multiple views

6 levels
Challenge: Adjustable
Replay value: Medium
ESRB rating: Not yet rated

Minimum System Specifications

- Pentium 90
- 16 MB of RAM
- SVGA video card
- SoundBlaster or 100%-compatible sound card
- 17 MB of hard-drive space
- CD-ROM drive



PRO TIP: When entering a new area, always stick to the shadows and use the sniper helmet both to scout ahead and to take out enemies until you're spotted.



PRO TIP: Always focus on destroying these structures as soon as you come across them—they create new aliens rapidly.



PRO TIP: On bombing runs, concentrate your fire on large tough-to-destroy targets.



PRO TIP: When plummeting into the start of each level, it's generally worth taking some damage to collect the power-ups as they often provide a key edge.



PRO TIP: The parachute halts your fall even if you open it an instant before you land. Use this to surprise enemies by jumping in fast. Or glide in slowly while firing steadily from above.

until you're no longer outnumbered. Never fear, though—MDK serves up enough tension-ridden combat to quell any action junkie's battle frenzy.

Throughout it all, the controls handle with intuitive ease. Kurt moves and shoots smoothly, and the sniper helmet's not only easy to use but it's a blast, too. Flying with the parachute is so fun that you'll probably spend a few hours just gliding around.

Vision of Violence

Visually, MDK's flat-out breathtaking. Designed with a lithe, futuristic look, Kurt moves through the levels with liquid grace. Gorgeous backgrounds really make the game fascinating to explore—one area even dazzles the eyes with mirrored terrain that reflects all the action. The comical enemies moon and taunt you when you miss but erupt with gore when you connect.

On the sound side, the enemies keep up the taunts by jeering and hooting, while superior weapons sounds make your speakers rattle. Nicely themed music paces the action.

Run, Don't Walk

MDK's one of those landmark games that instantly ensnares you—there are fresh, innovative surprises around every corner, and playing through them is always a blast. Snap it up the moment it hits store shelves. You'll be parked in front of your PC for weeks! **G**

Mini Strategy Guide

This will steer you through the first level of MDK. It picks up right after the practice rooms at the very beginning since on-screen text guides you through those obstacles.



Use the airstrike power-up to take out one of the enemy generators, then grab the mortars and destroy the tank. Take out the other enemy generator, then snipe the explosive on the building to blow open the door. Inside, trash the last generator and drop through the hole in the floor.



Blast your way through the subway station, but be wary of the tank that rolls out at the very end.



Shoot briefly at the computer console to summon your ship for a bombing run. Focus on the roofs and generators. Then target the explosive-carrying ship hovering above the last building to open its doors. Grab the nuke, which opens the last door.



Shield yourself from incoming fire behind the blocks, then lob mortars into all four tubes on the roof to blast open the impenetrable glass wall.



Parachute to the target at the bottom, blow it up, and use the fan in the floor to rise to the first platform. Complete the series of jumps to the top, but beware of snipers along the way.



Head left and shoot open the singing droid. Climb inside and sneak through the roomful of robots. Use The World's Most Interesting Bomb to suspend time and take out the robots, then collect the nuke and head on.



Boss time! This battle's all about snipe-n-run as your target lurks in a pod across a huge gap. Lob a few rounds, then dodge before his fire strikes you. Eventually some sniper grenades appear, which really lend a hand.



Happy hunting on the next five levels!

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Blood

DOS

Get ready for Blood, the latest corridor shooter from the creators of Duke Nukem. This game more than lives up to its title with gore galore and intense run-n-gun mayhem.

Bloody Fun

In the shareware version that we played, you battle zombies, gun-toting monks, winged demons, and other monsters. To even the odds, you're armed with some nasty weapons, including pitchforks, shotguns, machine guns, voodoo dolls, and dynamite. Employing these weapons results in gruesome, over-the-top deaths, like monsters running around and screaming after you set them ablaze with your flare gun. And although the emphasis in Blood is on blasting bad guys, the game contains puzzles and various mission objectives that test your thinking skills.



Colorful visuals and atmospheric audio bring the carnage to life. Graphically, Blood's loaded with lots of gory red sprites and big explosions. Soundwise, the creepy, subtle music works well for the different stages, and the audio effects really shine with loud explosions and humorous gibberish uttered by the game's various demented monk monsters.

The controls on the shareware version perform beautifully. The only hitch is imprecise aiming when you fire at a target above or below you, but we hope 3D Realms will fix that on later revs.

Give Blood

For corridor-shooter mayhem, Blood looks like the game to get. We'll have a review of the full version of Blood in an upcoming issue.—Major Mike

By GT Interactive
Shareware available now
Full version available June





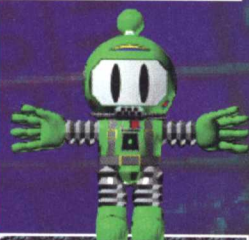
Atomic Bomberman

Win 95

Atomic Bomberman is blasting its way onto the PC, and it looks like it's bringing with it all the addictive fun of the console versions, including a multiplayer option where up to 10 players can blow each other away. New rendered 3D graphics provide some eye candy—and humorous death sequences. More than 20 power-ups will include everything from detonators to classic B-man diseases that you loved (or hated) the first time around. Two play modes,

Classic and Enhanced, and a plethora of custom game options will also be available. Getting bombed was never so much fun!—*Major Mike*

By *Interplay*
Available *May*

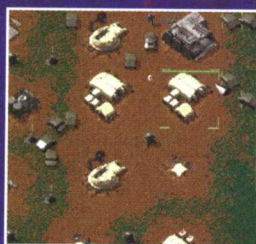


W.A.R., Inc.

DOS

W.A.R., Inc. will take combat from the war room to the boardroom in a real-time strategy game. As the head of a mercenary corporation in 2011, you plan military campaigns, control research and development for new weapons technology, and even invest profits on Wall Street. The 20-plus nonlinear campaigns can take anywhere from 15 minutes to four hours to complete. Those wanting the full experience with resource management and real-time strategy can play the Simulation mode. Real W.A.R. mongers will want to jump right into the fray with the Quick Combat option.—*Major Mike*

By *Interactive Magic*
Available *June*

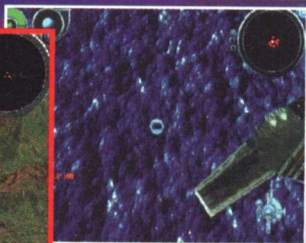
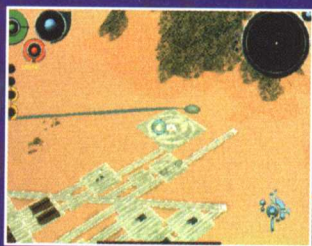


Flying Saucer

Win 95

Flying Saucer promises an attention-grabbing twist on the hackneyed alien invasion game: This time, you break into Area 51 and commandeer a flying saucer. Based on data collected by UFO enthusiasts, this sweet ship emulates the behavior of saucers “seen” in sightings, so you can rocket in one direction, turn on a dime, and zoom off elsewhere. As for gameplay, you lead the Earth's charge against the alien attack from the helm of your saucer, and blast through 16 missions with a sizzling lineup of weapons.—*Air Hendrix*

By *AnyRiver Entertainment*
Available *June*





Starcraft

Win 95

Mac

The creators of the epic Warcraft series rocket into space with Starcraft, a real-time strategy game set in a galaxy plagued with war. Playing as the leader of one of three races (Terrans, Zurg, or Protoss), gamers must complete 30 missions that traverse outer space, interstellar command stations, and planetary surfaces. Of course, each species has its own abilities, attributes, and story line, and all three fight with their own style of technology and battle units. Starcraft will support eight-player action via modem, a network, or the Internet; gamers will also be able to log onto Blizzard's Battle.net server free of charge. —*Air Hendrix*

By **Blizzard Entertainment**
Available September



"You idiots. That was *our* village!"

31 puzzling new levels. 5 bewildering worlds. 3 burly Norsemen too stubborn to ask for directions. Runs aground Spring '97.



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Exclusive distributors, 310-568-9800

Designed by the makers of **WARCRAFT**

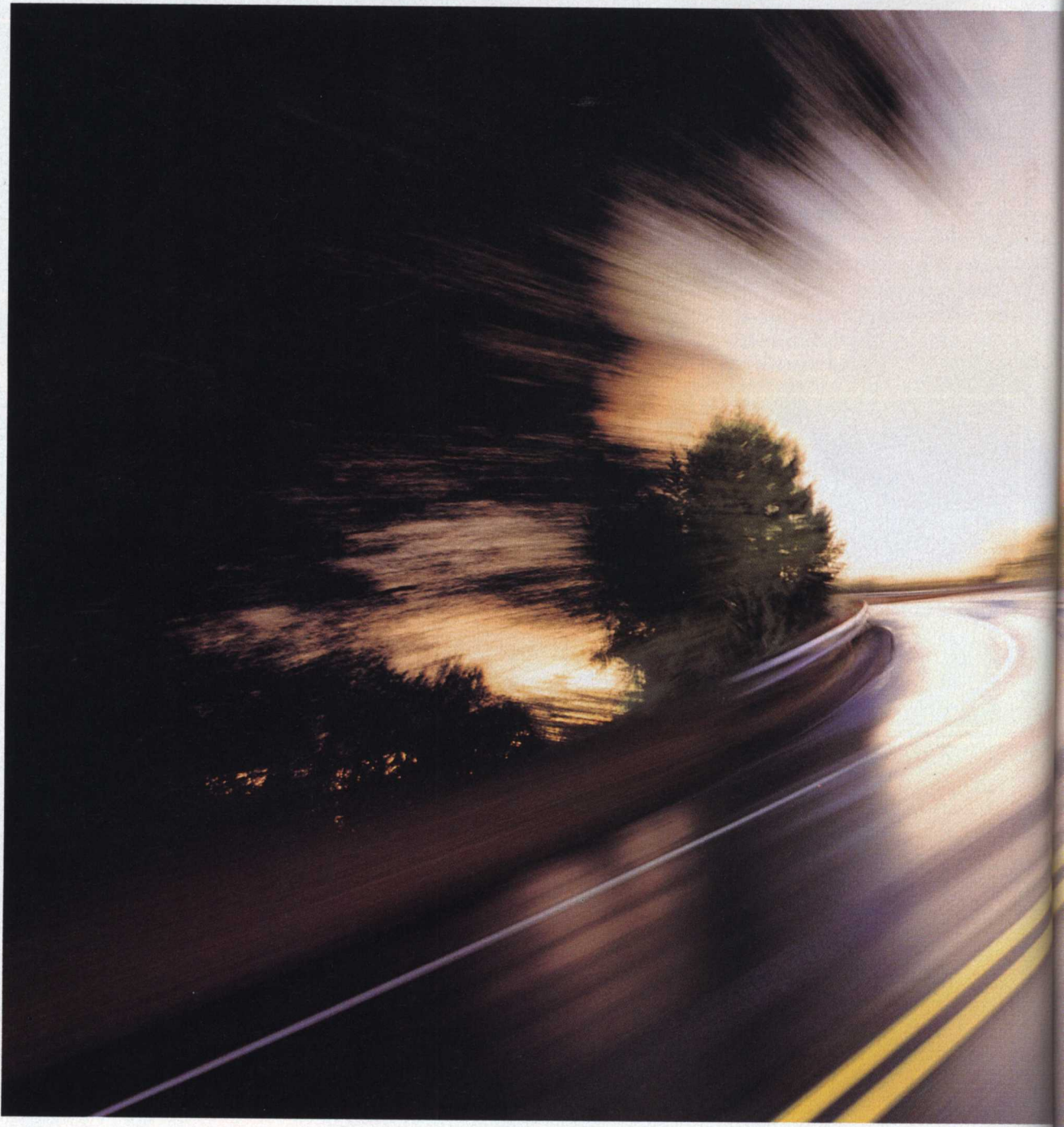
LOST VIKINGS 2

Silicon & Synapse, Inc.

ESRB RATED 17+

Interplay

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Real. Fast.



War Gods

(By Midway)

By Scary Larry



Price not available
Available now

2 players
Fighting
3D view

War Gods

Voodoo's Snake Spear



PROTIP: Tap ←, ←, Low Punch

Anubis's Power Pyramid



PROTIP: Motion → ↘ ↓ ← ←, tap Low Punch

Warhead's Power Bomb



PROTIP: Tap ←, ←, →, Low Kick and High Kick

CY-5's Laser Blast



PROTIP: Motion ← ← ↓ ↘ →, tap Low Punch

Fun Factor



3.5 Despite its flaws, War Gods is fun to play to a certain degree, as is any new fighting game, especially one from Midway. The joy wears out soon enough, though. MK experts will quickly tire of the game, and novice fighters may find themselves atheists after experiencing War Gods.

Graphics



3.5 The graphics don't live up to the legacy of Midway's Mortal Kombat series. Chunky, featureless fighters and bland backgrounds don't do this game justice.

Control



3.5 The special moves closely mimic the MK set, which is a good choice. Using the 3D button, however, is sometimes confusing (it's easy to mistake it for Low Guard on the joystick). Slowdown also haunts these gods.

Sound



3.5 Also a step down from other Midway games, the sound features sad grunts and oddly sexual groans from the fighters that will make you chuckle rather than buckle.

It's hard to sample War Gods without remembering the glory fighters from Midway's past: Mortal Kombat I, II, and III, Ultimate MK, and MK Trilogy. After playing War Gods for a length of time, though, you may find that the past has little bearing on this present cart.

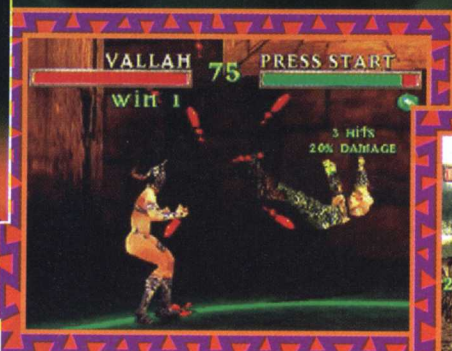


PROTIP: The only way to survive most fights is to use the 3D button extensively. It arms you with a great dodging countermove.

War Gods can easily be scorned for not being as good as other fighting games like Tekken 2, Fighting Vipers, or Street Fighter Alpha 2, but N64 owners have a much smaller selection to choose from. Is War Gods better than Killer Instinct Gold? No. Mortal Kombat Trilogy? No. Is it better than second-rate Saturn and PlayStation fighting games like Toshinden 3 or Golden Axe: The Duel? Yes, but barely.

Among the host of problems are slowdown, weak visual details, and cheap, forgettable special moves for your 10 fighters. On the plus side are gory fatalities, some multi-hit combos, and an extensive list of moves. The 3D button, while innovative, really doesn't enhance the gameplay.

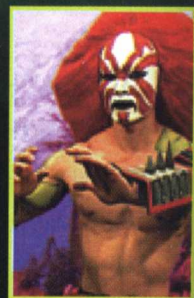
If you're thirsting for an N64 fighting game, then War Gods will certainly pacify you for a while. But true fight aficionados will want to wait for something more heavenly than these gods. **G**



PROTIP: When you're knocked to the ground, simultaneously press Toward your opponent, Low Punch, and High Punch. You'll spring forward with an unexpected attack.

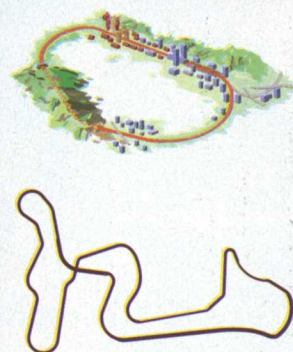


PROTIP: Most combos are easier to execute while you're running. To run, tap →, →, then tap the High Punch button to start the combo.





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DESCENTTM MAXIMUMTM



Battle Arena Toshinden 3

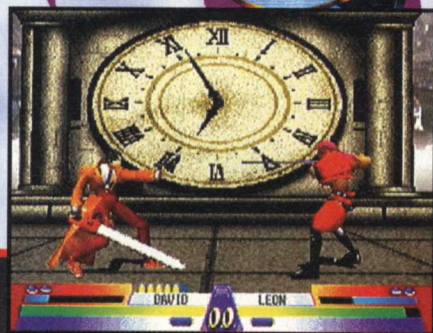
(By Playmates Interactive Entertainment)

By Scary Larry

Price not available
Available now
Fighting
2 players
Multiple views



BATTLE ARENA TOSHINDEN 3



Every fighter has a taunt, but some taunts, like David's, actually fire a shot at an opponent.



A healthy lineup of 32 fighters (some hidden) to choose from



PROTIP: Simultaneously press the R1 and R2 triggers to activate your fighter's super move when their life bar is flashing red.

Just when you thought it was safe to battle in this arena again (especially after the debacle of Toshinden URA for the Saturn), along comes Battle Arena Toshinden 3. Although this version is better than Toshinden 2 for the PlayStation, it's still not good enough to be classed with Tekken, Virtua Fighter 2, or even Tobal No. 1.

What separates this game from the Japanese version are the Battle and Practice modes. You can also alter the frame rate for faster fighting (toggling between 30 and 60 frames per second), but that gives you even simpler backgrounds, reducing some to just blocks of polygons.

The simple gameplay and one-button special moves really kill BAT3's overall fun (slowdown also affects the game's continuity). Additionally, the fighters, although unique in appearance, are too similar in their fighting styles.

Toshinden 3 isn't a bad game, it just can't compete with the fluidity of Star Gladiator or the awesome destructive fighting style of Tekken 2. If you've beaten every other fighting game to date, then check out BAT3. Otherwise, rent it, return it, and remain true to good fighting games like Soul Blade or Street Fighter Alpha 2. **G**

Fun Factor

3.5 What's to like about Toshinden 3? It's a fun game for beginners, and the cheap, easy moves are a good diversion for your little brother or sister. It's certainly out of Soul Blade or Street Fighter's league, though, and is only mildly entertaining.

Graphics

3.5 Although Toshinden 3's a step up from the last BAT (but not nearly as good to look at as Tekken 2), the game's cheesy, simplistic backgrounds take away from the fun. The special moves are colorful, but far from impressive.

Control

3.5 Delays in the movement of the sprites intensify the choppy gameplay. Special moves are again relegated to certain single-button presses.

Sound

3.5 Some of the music pulses with a driving beat, but most of it follows the path of mediocrity set by the other sound effects—bland and simple.



PROTIP: Use your ground attack special moves after you stun your opponent with a hit.



PROTIP: Use the corners of the battlefields to your advantage. Most players will bounce off a wall when hit and land directly in front of you. Take this opportunity to string more hits to your combo.



PROTIP: The uppercuts of some fighters, like Ellis, can hit a downed opponent. Use this cheap move to advance quickly through the game.

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with **cool lifestyle** images and

sites that address

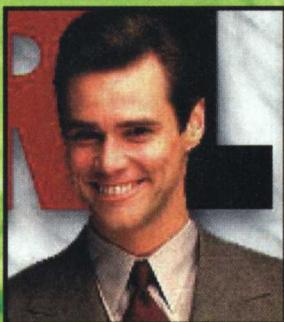
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Be sure to check out NetPro with the July issue of *GamePro Magazine!*



OverBlood
(By Electronic Arts)
By Bone

\$49.99
Available May

1 player
Action/adventure



OVERBLOOD

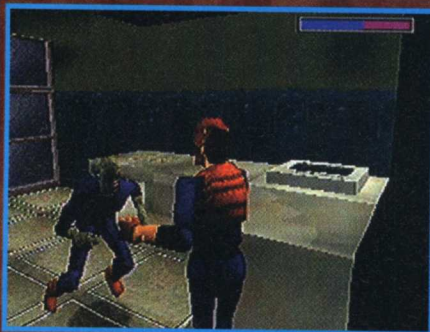
OverBlood is a well-made sci-fi mystery that's long on problem solving and short on thrills. Think Resident Evil with the puzzles but none of the monsters.

OverBlood's plot has the potential for suspense. You play as a character who wakes up in a research lab with no memory and no other people around. Long, detailed searches through the multi-story lab turn up a few moldy bodies, a helpful robot, a screaming woman, occasional monsters, and vital items to snag. Eventually you come down with a disease, find a gun, and learn about bizarre cloning experiments, but by then you may have lost interest or been overwhelmed by the cerebral challenge of figuring out where to go next and what to do once you get there.

There's little to stir your blood in OverBlood—the antiseptic action needs more monstrous clashes before it can be considered first-rate fun. OverBlood? UnderBlood is more like it. **G**



PROTIP: When you come to the chemical storage area, jump up into the open air shaft to find the screaming woman.



PROTIP: When you fight the monster in the chemical storage area, keep him in front of you and continually advance as you swing at him.



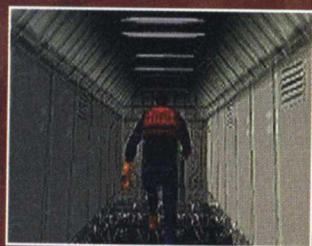
PROTIP: Just before you reach the wrecked subway car, place the explosives on top of your broken thermostat, then run back down the tracks.



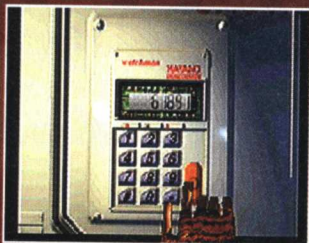
PROTIP: When you come to this humming grate, use your laser knife to cut through it, then send in the robot.



PROTIP: After you cross the bridge over the computer room, you come to this intersection. Go straight ahead to find the elevators—and a dead body.



PROTIP: When you find the floating statue, push it over and grab the antigravity device. Jump over the big hole outside.



PROTIP: The paper next to the dead body has numbers on it; input them into the keypad down the hall to unlock the door to the main hallway.



Graphics

3.5 Although you can switch between three views, the game's graphics aren't exciting, just lots of hallways and spacious, undetailed rooms. At least the characters are big and they move smoothly.



Control

3.5 You can switch among three characters, each with different abilities, to solve specific puzzles. Too bad the rare fighting is a one-button affair, and there's not much to do besides walking around, inspecting items, and solving puzzles.



Fun Factor

3.5 This sci-fi thriller has potential with its well-crafted tale of gruesome cloning, but it lacks the gore to score on the thrill-o-meter. It has the brains—it just needs more brawn.



Sound

3.0 The few voices are clear, and the sound effects create a suspenseful atmosphere. Memorable music would have upped the intensity.



By Air Hendrix

Thunder Truck Rally crosses the finish line well ahead of its off-road competitors. Although it lacks the addictive edge of a hit game, it's still a fun ride.

TTR rumbles to life with nine big-wheelin' monster trucks and



THUNDER TRUCK Rally

12 challenging tracks. The races go down in standard Circuit mode or Endurance mode, where trucks must sequentially reach checkpoints via any route. An arena-based Car Crushing mode adds some extra fun, but its thrills are fleeting. Throughout it all, the somewhat slippery controls do a decent job.

TTR's action is all about beating the terrain—it's more important to make smart jumps and turns than to compete with the pack—so Ridge Racer fans may find the action a bit slow. TTR's real problems, however, lie with its eternal load times and disappointing lack of split-screen multiplayer action.

Visually, TTR sports excellent trucks that buck and roll across the terrain with superb details and lighting. The courses them-

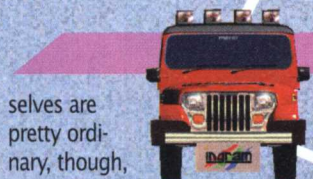


PROTIP: Cut corners whenever you can. Off-road surfaces are slower, but you always gain some time on the pack.

Thunder Truck Rally by Psygnosis			
Graphics	Sound	Control	Fun Factor
4.0	3.0	3.5	3.5

Price not available
Available now
Off-road racing
9 players
(alternating only)
4 views

12 tracks
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids
to Adults



selves are pretty ordinary, though, and suffer from significant pop-up problems. As for sounds, the in-race effects fall squarely on the bland

side, and the techno tunes seem way out of place.

Thunder Truck Rally leaves Test Drive: Off-Road and TNN Hardcore 4x4 sucking exhaust fumes. For off-road fans, it's a pretty solid buy, but run-of-the-mill racing buffs should get enough with only one rental. **G**



PROTIP: In Endurance races, follow the onscreen arrow more than the road—straight-line driving's almost always faster.



PROTIP: When crushing cars, score maximum points by landing jumps from as many different speeds and angles as you possibly can.



PROTIP: Line up jumps carefully as there's often only a small "safe" landing zone.

PLAYSTATION

PREVIEW



By The Rookie

Although die-hard monster-truck fans may hanker for a hunk of muddy off-road fun, Test Drive: Off-Road's loose controls, aggravating pop-up problems,



PROTIP: Take the inside lane, then ram opponents into obstacles on the track.



PROTIP: Force opponents into rocks to up-end 'em and gain a place.



PROTIP: Choose the Land Rover when tackling dirt tracks in the Mixed League mode.

TEST DRIVE OFF-ROAD

and uninspired gameplay stall its overall appeal.

Test Drive pounds the ground with four authentic 4x4 vehicles, including a Hummer, a Jeep, and a Land Rover, along with desert, dirt, and snow tracks. You can play



against a friend in a two-player split-screen mode, or challenge yourself in either a one-player practice mode or two tournament modes. While racing, you can even take different routes to the checkpoints by going off-road. This tactic, however, proves to be more confusing than helpful.

Aside from these options, Test Drive fizzles with sketchy control and annoying graphics problems. Your truck tends to bounce all around the screen, while tight, important turns aren't noticeable

until you're right on top of them. The sound, however, rounds the corners nicely with realistic revving engines, a cool soundtrack, and a clear announcer.

Test Drive is definitely a game for racers who fancy monster trucks over speedy cars. If your curiosity is still peaked, take a weekend and experience a different way to race. A couple of laps is all you're likely to need. **G**



PROTIP: Use the power-slide to navigate tight turns.

Test Drive: Off-Road by Accolade			
Graphics	Sound	Control	Fun Factor
3.0	4.0	3.5	2.5

Price not available
Available now
Racing
2 players
Multiple views

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids
to Adults



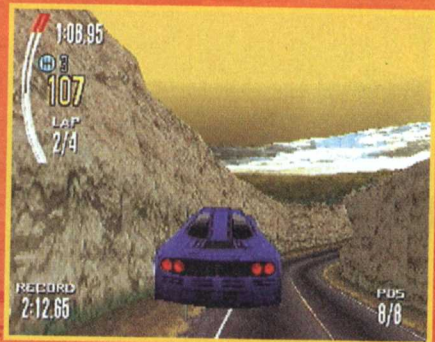
Need for Speed II

(By Electronic Arts)

By Air Hendrix



\$54.95 2 players
Available now 7 tracks
Racing 9 cars
 4 views



PRO TIP: Approach the crest of hills with caution. Unless you line up precisely, most jumps send you blasting straight into a collision.

If your mouth waters at the thought of peeling out in those rare dream machines you see only at car shows, Need for Speed II's gonna rev your engines. This racer's strictly sim-style gameplay, however, severely limits its appeal.

Car buffs will revel in the jaw-dropping lineup of million-dollar cars, which includes the McLaren F1, Ford GT90, Italdesign Cala, Jaguar XJ220, and five others. A solid menu of modes gives you plenty of opportunity to redline these babies on seven fantasy tracks packed with brutal jumps and wicked turns.

Redraw and speed problems ruin the two-player split-screen game, but the one-player action delivers some white-knuckle technical gameplay that'll rivet fans of realistic racing. If you loved challenging racers like Formula 1 and the original Need for Speed, Need II's a perfect fit. But arcade racers hooked on the Daytona experience will bail out of this race after a few laps. **G**



Well-suited for beginners, the Lotus GT1 offers the most responsive handling.

Control

4.0 If you delight in memorizing the course, braking before turns, and setting up tight lines, these responsive controls reward you with realistic handling. Just don't expect to be able to pick up a controller and drive without some major time behind the wheel.

Graphics

3.0 Need II blows a flat with disappointing graphics. The grainy tracks suffer in comparison with the original's, while the average cars could've been sleeker and more realistic. Worst of all, the game never re-creates the rush of high speed, even when zooming along at 230 mph.



PRO TIP: Regularly use the new "look behind" feature (press L2) to box out passing attempts.

Fun Factor

3.5 Patient racers who enjoy technical driving will thrill at piloting Need II's glamorous supercars through its varied, challenging courses. The tough sim-style gameplay and lousy two-player game will scare off the Ridge Racer crowd, though, so renting first is wise.

Sound

3.0 Need II's sounds never draw you into the race. The decent but lackluster effects don't make you feel like you're behind the wheel of an exotic supercar, and most gamers will turn off the forgettable tunes.



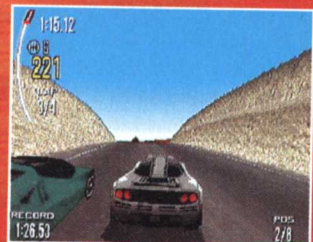
PRO TIP: To beat the Outback course, maintain a speed of around 200 mph through the two tunnels so that you maximize the subsequent straightaway.



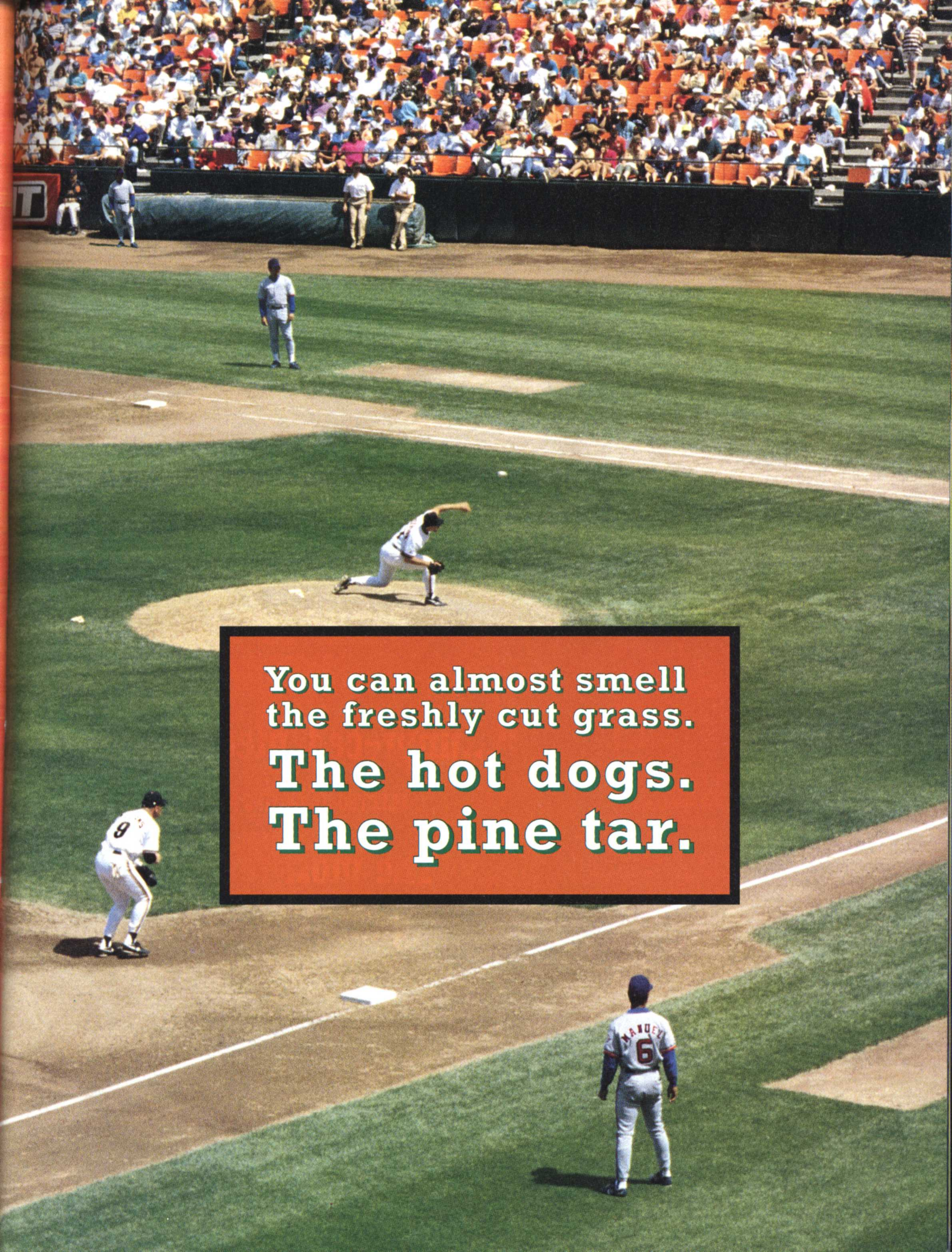
PRO TIP: Avoid power slides as they kill too much speed in most of the cars. Instead, brake before the turn, then lay off the gas if you start sliding out of your line.



The rocket-like McLaren F1 delivers a high-end combo of unbeatable speed and sturdy handling.

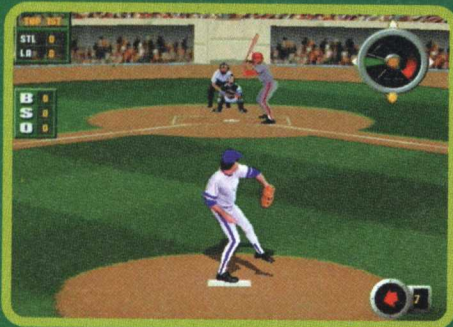


PRO TIP: Get physical by side-swiping opponents as you pass them. Most other bump-n-grind techniques, however, will wreck you out.

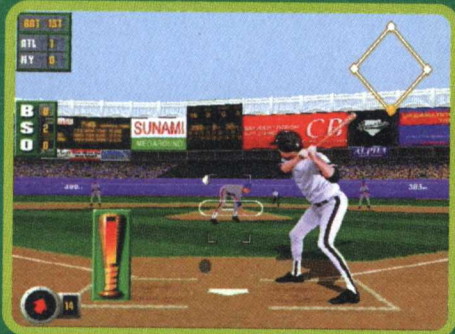


**You can almost smell
the freshly cut grass.**

**The hot dogs.
The pine tar.**



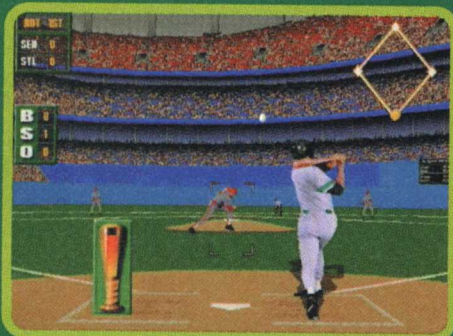
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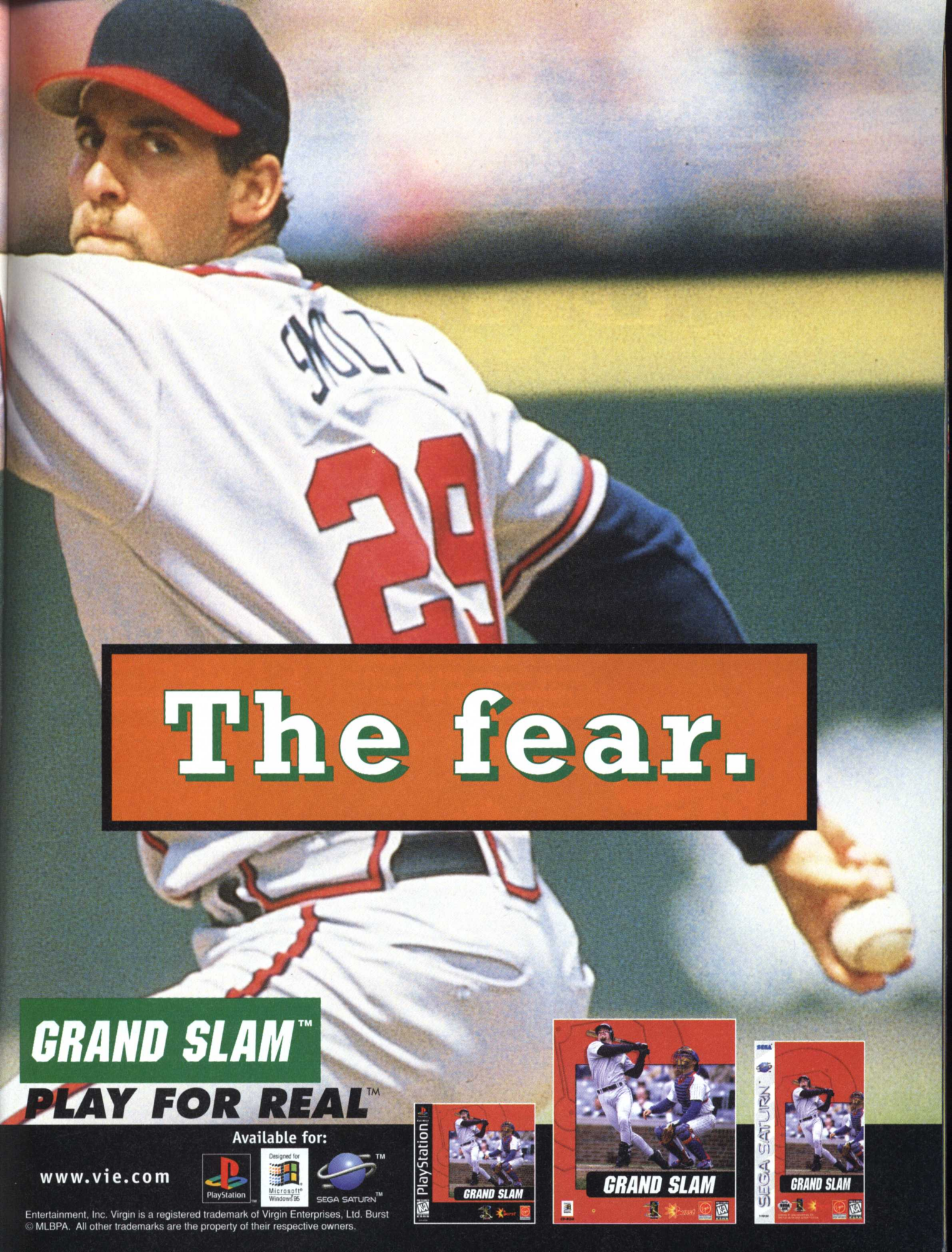
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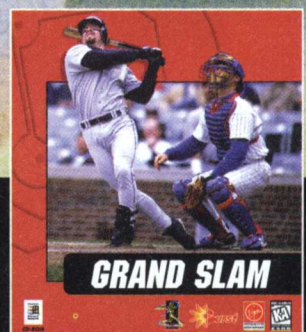
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Mass Destruction

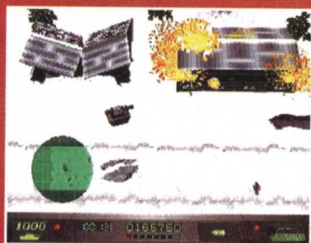
(By BMG Interactive)

By Full Metal Larry

PREVIEW

Price not available
Available June

Tank combat
1 player
Over 20 levels
¾-overhead view



PROTIP: Always use shells on buildings. The machine gun's extremely short range renders it useless.



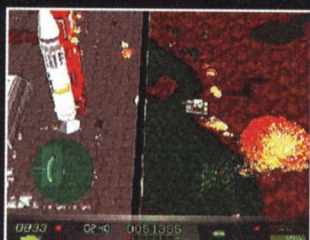
PROTIP: After you destroy a building, continue to blast it. Often power-ups (and a cash bonus) for the complete destruction of property are your rewards.



PROTIP: These sand bunkers often hide ammo power-ups.



PROTIP: When you attack the nuclear plants in this level, destroy everything around the plant, including these towers, but leave the main building intact.



PROTIP: When you get the signal to find the Extraction Marker, spend time completing bonus objectives like destroying the missiles in this level.

MASS DESTRUCTION

Here's what Mass Destruction is: It's a barrel-blastin', building-wreckin', total destruction extravaganza with enough firepower and force to level cities and massacre enemies.

Here's what Mass Destruction isn't: It's not a sim game, it doesn't have any puzzle elements or brain-draining strategy sessions, and it doesn't give you very much time to think about your next move.

Using a formula made popular by the highly regarded Return Fire, MD busts a blitzkrieg blast. You plant your butt in the seat of one of three tanks (slow with heavy armor, medium with average armor, or quick with light armor), then blast your way through challenging levels, fulfilling destructive mission objectives like blowing up power plants, crushing convoys, and draining water supplies belonging to enemy desert troops.

Mass Destruction's fast, fun, and stress-relieving. If hardcore war sims (like Iron Storm and P.T.O. II) are too peaceful for you, Mass Destruction will fire you up for combat again. **G**



PROTIP: In order to get the 100-percent building clearance, destroy all parts of a structure, especially the garages attached to the homes.



PROTIP: The Cheetah class tank is good for the Seek and Destroy level, where you race against the clock to stop a convoy.



Fun Factor

5.0

Mass Destruction is pure, unadulterated, destructive fun!



Sound

4.5

Boom! Boom! Boom! That's all you hear—and all you need to hear. There's little music to get in the way of your missions, but there are nice sonic nuances like shrieking enemies.



Control

4.5

Getting around in your tank is as easy as storming a Sunday school picnic. Being able to independently control the turret is a nice touch.



Graphics

4.0

Simple polygonal images are enhanced by sharp details, like the flaming enemies that run around following a flamethrower attack. The small soldiers, however, are tough to spot.

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The Crow

City of Angels



By Scary Larry

This dark, moody game may appeal to certain gen Xers looking for a slow-paced violent game. The rest of us, however, are going to be turned off by the awkward, choppy movements of the sprites, asinine gameplay, and horrible graphics.

You move (very slowly) through a desolate 3D environment, knocking heads with incredibly lame enemies, including semi-nude women and clownish-looking tough guys, à la Perfect Weapon, which this game closely resembles. Controlling your character is so tough and unwieldy, however, that you'll soon give up in frustration.

The small range of voice effects and unintentionally funny cawing of the crow, along with the dim, poorly animated sprites and feeble sound effects turn this Crow into a turkey. **G**



PRO TIP: Never let enemies get behind you. If they do, shift your character so he can deliver a back kick.



PRO TIP: Using objects at close range is risky, since many enemies will score the first hit in hand-to-hand combat. Instead, throw items to nail enemies from a distance.

The Crow: City of Angels by Acclaim

Graphics	Sound	Control	Fun Factor

\$49.99

Available now
Action/adventure
1 player

Multiple views
Challenge: Adjustable
Replay value: Low
ESRB rating: Mature

PLAYSTATION



By Scary Larry

Remember all the cool track turns, dynamic explosions, and incredible race physics of Wipeout? So do we. But apparently the developers of Scorchers, a Wipeout wannabe, remember only the fast-paced techno music and nothing else.

This tedious, hard-to-control racing game puts you in the seat of a cyber-cycle—an American Gladiators-esque rolling sphere that speeds you through six desolate landscapes in a time-trial race that's only slightly more exciting than a trip to Grandma's house.

The dark, poorly defined backgrounds and jagged one-dimensional racing sprites are positioned in a free-for-all racing



Scorchers

game where hard right and hard left turns are determined by button presses, not the directional pad. Wacky? Yes. Wipeout? Not even close. **G**



PRO TIP: Turn on the turbo only on straightaways; otherwise you may slam into an obstacle and lose your lead.



PRO TIP: Use shortcuts to maximize your lead. Look for areas such as knolls or hills that connect one part of the track to another.

Scorchers by Sega

Graphics	Sound	Control	Fun Factor

\$49.99
Available now
Racing
1 player
6 tracks

Behind-the-vehicle view
Challenge: Adjustable
Replay value: Low
ESRB rating: Mature

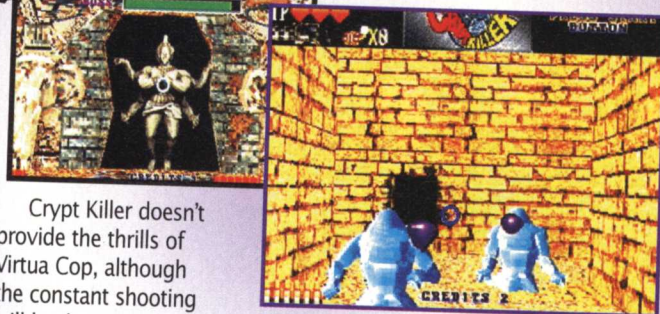


By Scary Larry

In Crypt Killer, you gun through six stages, blasting tons of mummies, skeletons, zombies, and more, and face off against bosses like a Hindu statue or a sphinx.

The action is choppy, with wild, unnecessary camera shifts and cheap hits from the enemies. Although the action gets frantic, it never intensifies to the point of hysteria, the way a good shooter like Area 51 does. Add to this maelstrom of malcontent a dismal soundtrack with lame grunts and groans, and you have the makings of a barely average shooting game.

CRYPT KILLER



Crypt Killer doesn't provide the thrills of Virtua Cop, although the constant shooting will load you up on thumb calluses just the same. **G**

PRO TIP: The blue blobs can't be killed immediately. Nail them after they fire their blue protoplasm.



PRO TIP: When the screen gets busy, fire into the organic debris to blast unseen smaller creatures like bats and rats.

Crypt Killer by Konami

Graphics	Sound	Control	Fun Factor

Price not available
Available now
Shooter
2 players
First-person view

6 stages
Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

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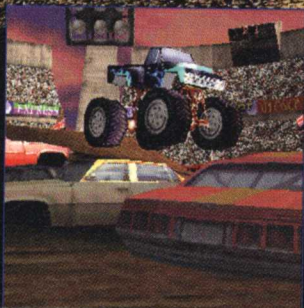
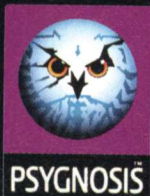


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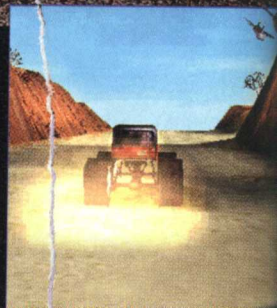
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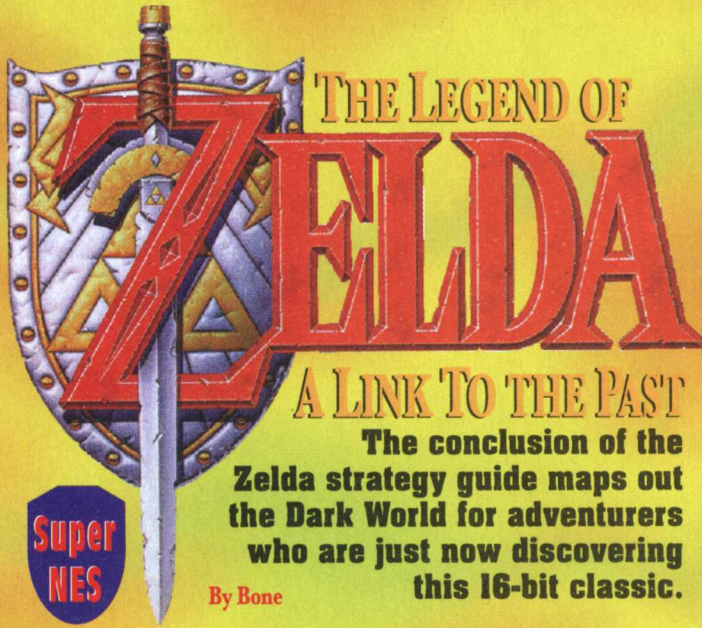
result is high-octane excitement. Pound asphalt, dirt and the competition into submission in several monster vehicles. And with life-like 4WD suspension, 360° range of motion and killer 3D landscapes, kicking-ass will look kick-ass. Ravage roads. Trample trouble. Send family wagons to meet their maker. Get Thunder Truck Rally, and get ready to shred.



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THE 16-BIT GAMER'S SURVIVAL GUIDE



THE LEGEND OF ZELDA

A LINK TO THE PAST

The conclusion of the Zelda strategy guide maps out the Dark World for adventurers who are just now discovering this 16-bit classic.

Super NES

By Bone

Areas Within the Dark World



This spring Nintendo re-released *The Legend of Zelda: A Link to the Past* for the Super NES. When it debuted five years ago, *Zelda* was an instant hit. Since then it has grown in stature to stand as a landmark action/RPG, thanks to its endearing characters, challenging puzzles, complex mazes, and imaginative bosses. *Zelda's* legacy will continue later this year with the release of *Zelda 64* for the Nintendo 64.



Note: Some of the codes below may not work on recently issued copies of The Legend of Zelda because the game code has been modified.

Pro Action Replay

7EF3770G Infinite arrows
7EF3930G Infinite bombs

Game Genie

AEEC-A586 Some shops don't take your money
AE67-0D30 Infinite bombs
AE6E-DF2A Almost infinite energy
AE8A-D4FA Almost infinite magic
AE8D-0D9A⁺

To help newcomers join the legion of *Zelda* fans, in the last issue *GamePro* revealed the locations of key items in the Light World (see "16-Bit Survivor's Guide," May). Now we turn to the second half of this huge game: the Dark World.

Here everybody looks and acts in a manner that reveals the evil sides of their characters, and Hyrule itself takes on a sinister shade. The numbers in the legend at right indicate the approximate order in which you will find the items, starting from your first meeting with Kiki the Monkey, who leads you into the Dark Palace, to your final confrontation with Ganon in the Pyramid of Power.

Legend for the Dark World Map

Locations In and Around the Dark Palace

1. Kiki the monkey
2. Magic hammer
3. First crystal
4. Large faerie
5. Quake medallion

Locations In and Around the Swamp Palace

6. Hookshot
7. Second crystal
8. Heart piece
9. Flute
10. Bombos medallion
11. Shovel

Locations In and Around Skull Woods

12. Heart piece
13. Heart piece
14. Fortune teller
15. Fire rod
16. Third crystal

Locations In and Around the Village of Outcasts

17. Frog-dwarf
18. Heart piece
19. Heart piece
20. Heart piece

21. Titan's mitt
22. Fourth crystal
23. Magic bottle

Locations In and Around Ice Lake

24. Blue mail
25. Fifth crystal
26. Faeries
27. Heart piece

Locations In and Around the Misery Maze

28. Faeries
29. Heart piece
30. Heart piece
31. Cane of Somaria
32. Sixth crystal

Locations In and Around Death Mountain

33. Heart piece
34. Heart piece
35. Red mail
36. Mirror shield
37. Seventh crystal

Locations In and Around the Pyramid of Power

38. Faeries
39. Heart piece
40. Heart piece
41. Red shield
42. Silver arrows
43. Golden sword
44. Ganon

THE 16-BIT GAMER'S SURVIVAL GUIDE



Maps courtesy of Nintendo Power

SAVE THE 16-BIT GAMER'S SURVIVAL GUIDE!

Attention, fans of 16-bit games! We need to know what you'd like to see in the "16-Bit Gamer's Survival Guide." So far we've run reviews of new games when we have 'em; the Game Watch, which lists upcoming games; and the Hall of Fame, which looks at classic games. But the times, they are a-changin'.

As you know, there are almost no new games to review or preview. So how do you want us to use the "Survival Guide"? Tell us what you'd like to see!

Do you want:

- Strategy and codes for 16-bit games?
- Comparisons between 16-bit games, or even between 16-bit games and 32- or 64-bit games?
- Re-reviews of games we reviewed years ago?
- More of the Hall of Fame lists of categories like the best fighting games or the best RPG games?
- Readers' lists of their favorite 16-bit games?
- Something else we haven't thought of?

Help save the "16-Bit Gamer's Survival Guide"! Send your suggestions to:

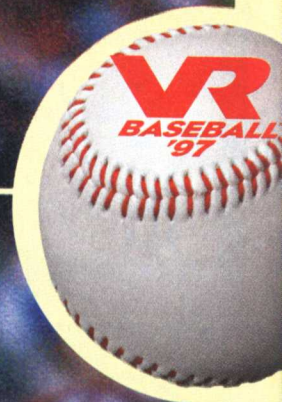
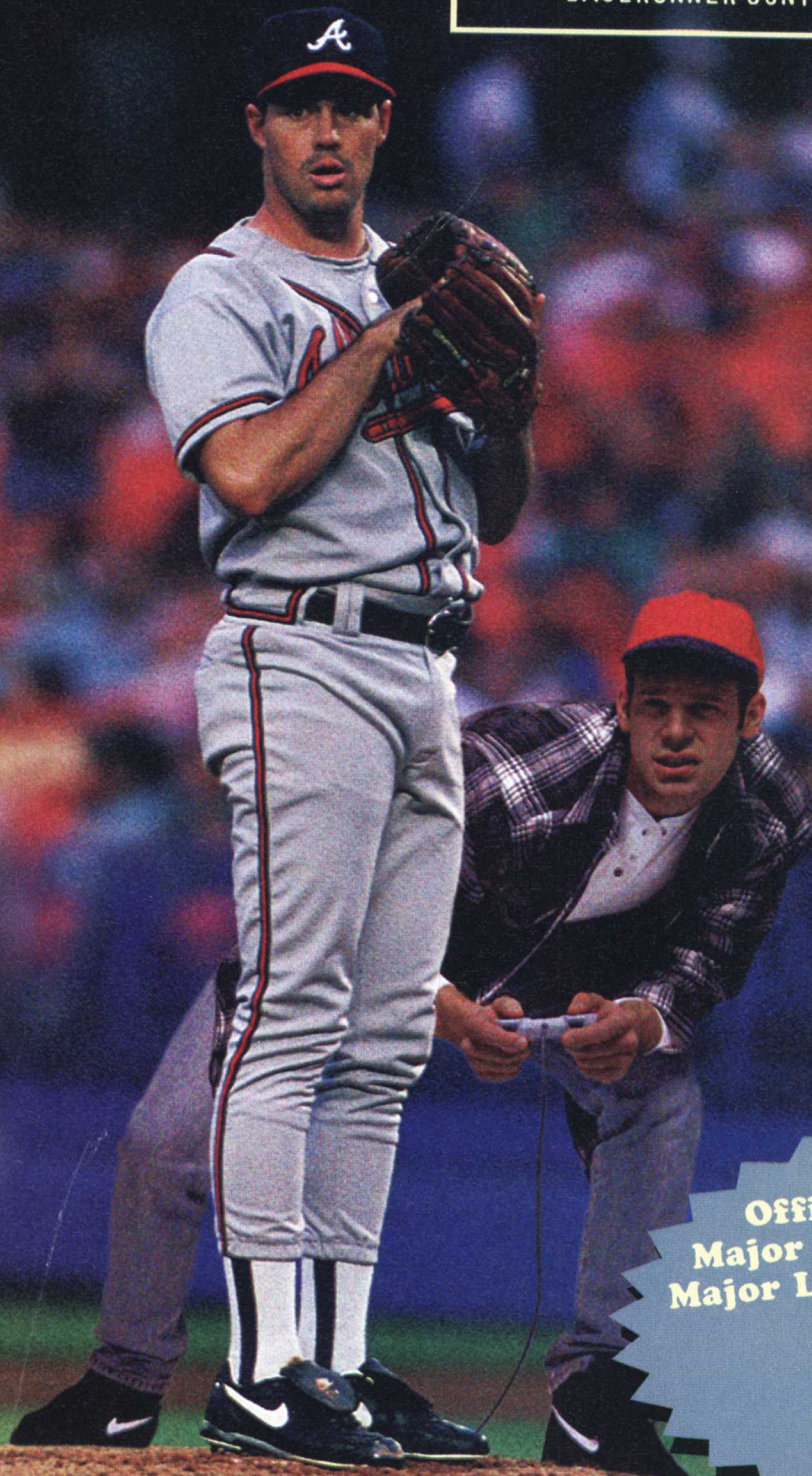
16-Bit Suggestions
GamePro Magazine
P.O. Box 5828
San Mateo, CA 94402

You can also e-mail your suggestions to comments.gamepro@gamepro.com

VR BASEBALL TIP

9

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Check out the official Major League Baseball™ web site at www.majorleaguebaseball.com

MAINTAIN CONTROL

NEW! VR BASEBALL™ '97.

MORE CONTROL THAN ANY OTHER BASEBALL GAME!

VR Baseball '97 is the next generation baseball game that lets you control both the batter and baserunners simultaneously. Hit and run, tag up, steal, stretch out a double or execute a squeeze play. VR Baseball's completely new, easy-to-use controller design provides total bat control for power, contact, bunt and pull-hitting as well as control over pitch selection and speed with unlimited pitch locations. You can even control a real 3-D camera that let's you play from any position or angle because VR Baseball has a true 3-D engine.

After 3 years of internal development and a total commitment to quality, VR Sports delivers a winning roster for the '97 season:



Virtual FieldVision™ technology creates an immersive, ultra-realistic, gaming environment that lets you play the game from any view or perspective. You can even play from the ball's view if you don't mind getting knocked around.



Four uniform options per team including updated colors and team logos for 1997. Plus, four play options and three difficulty settings for the skill level most challenging to you.



Instant access to pitch selection, speed and control for unlimited plate locations without menus. Total bat control for power, contact, bunt and pull-hitting without tipping your hand to your opponent.

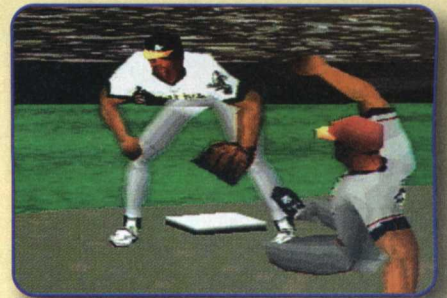
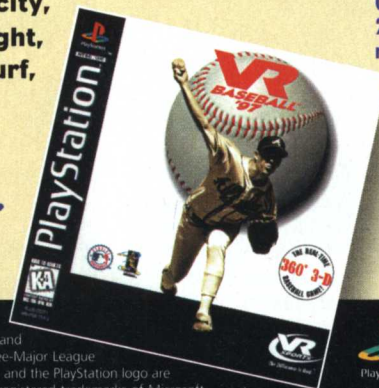


Super-fast Season Play mode with top 10 or full stats. Plus, mid-season All-Star voting and game.

Plus, a true physics model controls velocity, rotation, gravity and air friction for true flight, bounce and roll for varying surfaces like AstroTurf, grass, dirt and fences.

VR Baseball '97

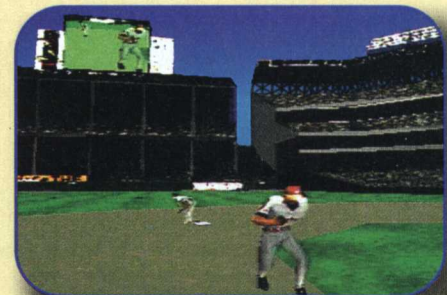
Try it. It's new. It's different. You may never go back to your old game again.



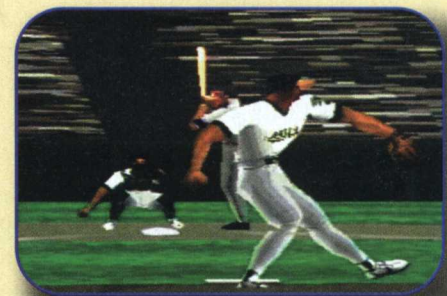
Total control over all aspects of game play including simultaneous batter and baserunner control.



Play baseball in a true real-time 3-D world with unlimited 360° views and motion captured polygon models for all players.



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COMING SOON!!!

SPORTS PAGES

Another Stellar Year at the Top for Triple Play '98



Triple Play '98

By Air Hendrix

PlayStation

Triple Play '98 rocks the diamond with another round of exceptional baseball. Mesmerizing graphics and sounds combine with deep, addictive gameplay to position this outstanding game as the season's early front-runner.

All-Star Start

Triple '98's exhaustive features provide a complete baseball experience. Naturally you'll find all the pro players, stadiums, and teams with impressively current rosters that even include hot rookies like Wilton Guerrero. A solid set of modes lets you play everything from a season to a multi-game series, and you can also trade, create players, and run a draft with the '98 expansion teams. Tuned for novices and pros alike, the gameplay's rewarding and fun, and really brings to life the intensity of the pitcher-batter confrontation.

On defense, detailed, responsive controls enable you to execute almost any strategy. Pitchers are endowed with their real-life arsenal, while fielders can speed burst, dive, jump, and even climb the wall. On-the-fly strategy lets you tune your fielders' positioning, but on the down side, player switching can be too finicky.

Offensively, batters blast away with a thorough selection of swings and bunts that are effective and easy to use. The directional pad lets you pull the ball and go for fly balls or grounders. Disappointingly, though, one of the original game's coolest features—adjusting the batter's stance—was axed. As for base running, the controls are more complicated than they need to be, but the ability to play as a base runner while the CPU bats is a nice touch.

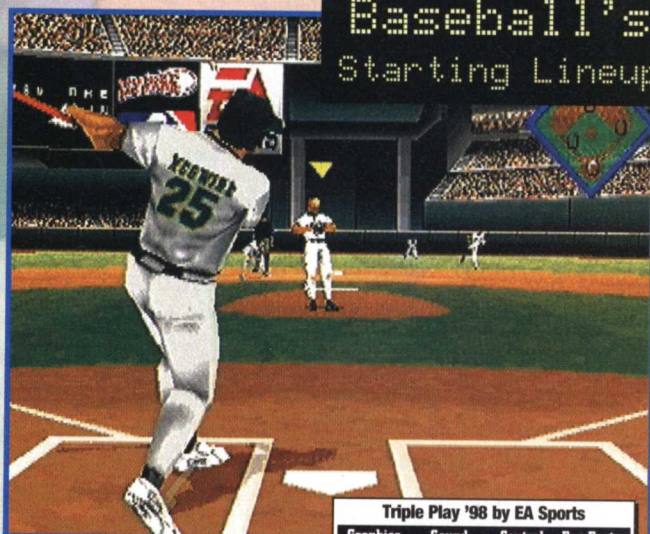
Grand Slam Scenery

Graphically, Triple '98 erupts with some of gaming's sharpest baseball visuals. The excellent polygonal players sport authentic details like names, numbers, uniforms, stances, and faces—you'll recognize Nomo and McGwire in a heartbeat. But best of all, they move cleanly and quickly with jaw-dropping realism, whether they're hopping over sliding runners



to turn a double play or jackknifing away from inside pitches.

PROTIP: If you have a power hitter at the plate and the wind's on your side, go for the homer by using the directional pad and \square to send it flying down the line.



Baseball's Starting Lineup

Triple Play '98 by EA Sports

Graphics	Sound	Control	Fun Factor
5.0	5.0	4.5	5.0
\$59.95		Challenge: Adjustable	
Available May		Replay value: High	
Baseball		ESRB rating: Kids	
8 players (with adapter)		to Adults	
Multiple views			

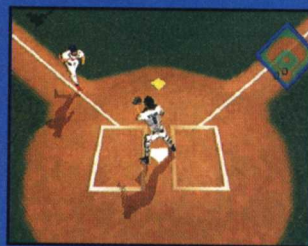
PROTIP: If you don't mix up the speed and placement of your pitches, you'll get lit every time. It's also crucial to use aftertouch to keep the ball moving as it crosses the plate.

The sounds deliver the same dazzle with fantastic two-man commentary that's remarkably detailed and accurate. The onfield effects, especially the crack of the bat, keep you in the game.

This Is Hard Ball

Although intriguing prospects like Major League Baseball '97 won't step up until late summer, Triple Play '98 already boots the current crop of competing games back to the minors. If you're looking to buy a baseball game, it's the only field in town. **G**

Triple Play Tips



PROTIP: If you have a man on third and less than two outs, send a sacrifice fly into right field so the runner can tag up and score.



PROTIP: When batting, pay attention to the pitcher's patterns and style so you can learn to anticipate the next pitch and prepare for it.

A Long Out Is Still Just An Out

Baseball's Starting Lineup



Grand Slam

By Johnny Ballgame

PlayStation

Grand Slam might not approach the plate with the power list of features or awesome look baseball fanatics demand, but it does provide enough fast-playing hardball action to satisfy the occasional fan.

Nomo Mister Nice Guy

When it comes to options, for everything Grand Slam does right, there's something equally wrong. There's an MLBPA license, but no big-name rookies like Vladimir Guerrero, no Deion Sanders, and no MLB license, so you're forced to play on generic teams. There's Season and Exhibition play, trades, Practice, and Tater tournaments, but no create-a-player (you can't even create Deion), drafts, offensive managerial strategy, or double switches. You can't move your pitcher on the mound or adjust your batter's stance, or move him up and down in the box.

The Curve

Where Grand Slam shines is in its line-drive game speed and revolutionary pitching control. Pitches are thrown via a swinging meter, as in PGA Tour Golf, which determines the speed and accuracy of each one. It takes timing and skill to master—one slip-up and you can hang a curveball in the middle of the plate or bean a would-be batter. Other all-star control elements include speed bursts, jumping for liners, take-out slides, and three batting modes with varying skill levels.

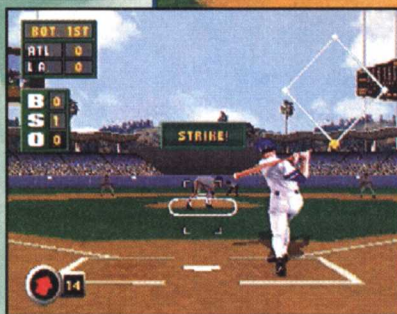
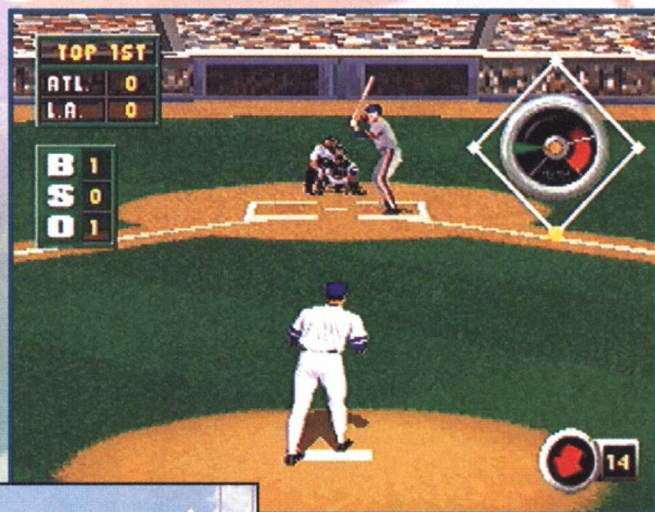
Unfortunately, Grand Slam's graphics fall below the Mendoza line for 32-bit baseball games. Player movements, like diving for grounders, aren't well detailed, and there are no cool player collisions or stadium flybys like in Triple Play '98.

The sound strikes out with limited crowd reactions and repetitive PA music that never makes you feel like you're playing in the big leagues. A boring announcer who's often late on his calls adds to the audio trouble.

Warning Track Power

Grand Slam's gameplay is fairly fun, and if you can overlook the game's faults, you'll have a pretty good time playing. But with an extraordinary game like Triple Play '98 (see ProReview, this issue), on the market, why settle for anything less? **G**

Grand Slam by Virgin			
Graphics	Sound	Control	Fun Factor
3.0	2.5	4.5	3.5
Price not available	Challenge: Adjustable		
Available now	Replay value: Medium		
Baseball	ESRB rating: Kids to Adults		
2 players			
Multiple views			



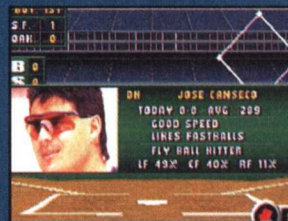
PROTIP: Keep batters off balance by varying the speed of your pitches.

PROTIP: When pitching, the farther the meter goes into the red, the harder the throw: But the harder the throw, the more stamina your pitcher loses. To avoid tiring your ace, only let loose with the hard stuff when you need a key pitch.

Grand Slam Tips



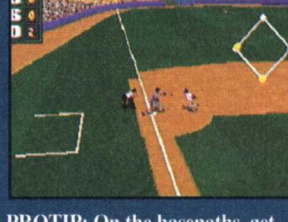
PROTIP: When you hit a ball into the gap, don't assume it's an automatic double. The fielders run extremely fast and will gun you down at second if you're not careful.



PROTIP: In Grand Slam, picking a team with strong hitting is more to your advantage than selecting a team with good pitching.



PROTIP: The computer's an aggressive base stealer. When it's on base, throw fastballs and be prepared for an attempted steal.



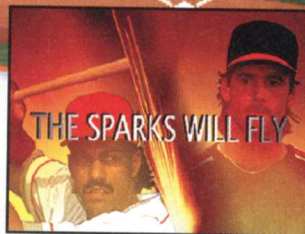
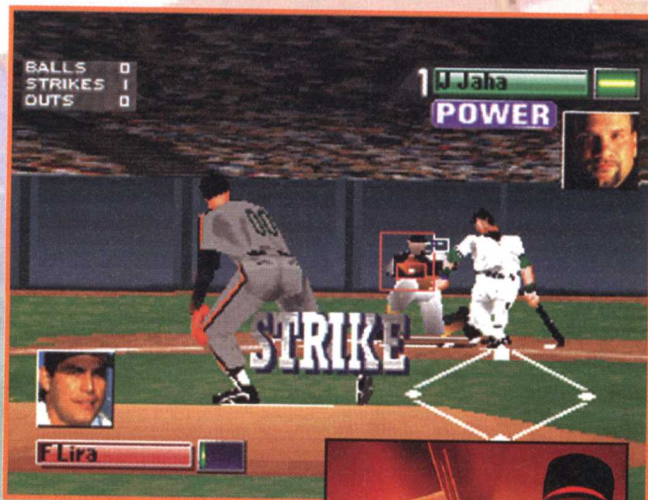
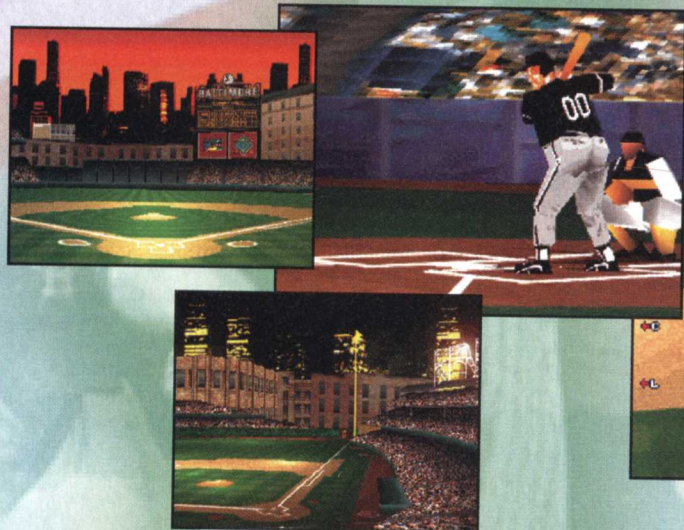
PROTIP: On the basepaths, getting in rundowns is pointless against the computer. The fielder's speed is greater than the runner's.



Bottom of the 9th '97

PlayStation

After delivering some excellent gameplay in its first at-bat, Bottom of the 9th '97 returns to the diamond, looking to shine with a new list of features and an improved 3D batting interface. At press time, Konami was being tight-lipped about gameplay options, revealing only that there will be night games, more stadiums, an MLBPA license, and added camera angles. These pix give you an idea of where the game's headed. We'll have more info in an upcoming issue.—*Johnny Ballgame*



Developed and published by
Konami
Available May

30% COMPLETE



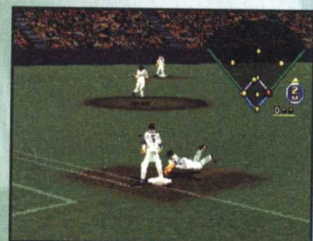
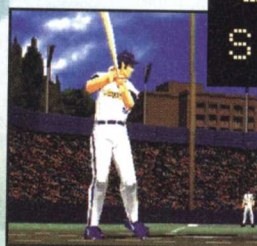
World Series Baseball '98

Saturn Genesis

Another round of Saturn and Genesis baseball is set for action with World Series Baseball '98. Although there's little word on the Genesis game, in the Saturn version, Sega's bumping up the play by implementing a new polygon-based engine that will aid in simulating the real-life movements of the players with the help of motion-capture technology. The list of features includes all the pro teams, players, rosters, and rendered 3D parks. WSB '98 also added interleague play and enhanced commentary that includes more than 3000 new voice combos. Gamers can swing for the fences in Season, All-Star, and Playoff modes, as well as in a Home Run Derby. You can also track and store season statistics in over 10 categories.—*The Rookie*

Note: These screens are from the Japanese version of the game.

Baseball's Starting Lineup



Developed and published by
Sega Sports
Available July

50% COMPLETE

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"The Best Multiplayer Game Ever"
Next Generation March Cover Story

"Editors' Top Ten"
Ultra Game Players



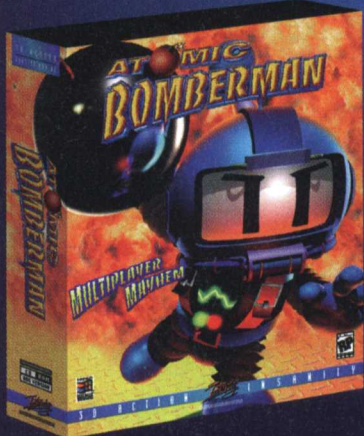
Since 1989 Bomberman has been defined by gamers as the ultimate multiplayer game. Now "the man" is available in an enhanced 10-player multiplayer package complete with 3D rendered graphics, new character animations, and a vast repertoire of spiteful canned and custom taunts. Keeping true to the original addictive gameplay, you better think fast as you vie for deadly power-ups, race against the clock and blow your opponents to smithereens.

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SCOUTING REPORT

Baseball's Starting Lineup

A few more fat fastballs are screaming your way...along with some wild breaking pitches. We've scouted the rest of this summer's upcoming baseball games, which weren't ready to be previewed by press time, and broken them down. Watch upcoming issues for more info.

By Air Hendrix

Major League Baseball '97

First up is **Major League Baseball '97** for the PlayStation, which is slated for an August release. Last year's version was titled **MLB Pennant Race**, and along with the new name, Sony has a new design group hard at work on jazzing up the action with the hopes of an impressive late-in-the-season debut. Graphically, Sony's going 3D with polygonal players and a fully 3D game engine. New motion-capture data will imbue the players with more lifelike movements, including backhand stabs for balls going over the fence, fielders who throw from the knees, and more. On the feature side, highlights include inter-league play, souped-up stats, all-star rosters based on your season's performance, and major improvements in load time.



Ken Griffey Jr. Baseball

Disappointing news for N64 baseball fans: The latest word on **Ken Griffey Jr. Baseball** is that there's a slim chance it'll be ready for release by late summer. Safe money's on this highly anticipated title not appearing until the start of the '98 season, though. Nintendo's keeping a tight lid on any details about the game itself, so we can only hope it'll deliver the same caliber of gameplay found in last year's awesome **Winning Run** for the Super NES.



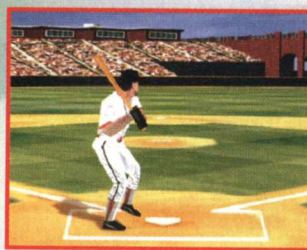
Ken Griffey Jr. Baseball (Nintendo 64)

All-Star Baseball Featuring Frank Thomas

All-Star Baseball Featuring Frank Thomas is in the loop for late May on the PlayStation and Saturn. To improve upon last year's mediocre outing, Acclaim's focusing on re-vamping the pitcher/batter interface and brushing up the graphics. Acclaim's talking about all the right things, but the true telling's always in the playing. We'll have more on this one as soon as we can score some hands-on gaming time.



All-Star Baseball Featuring Frank Thomas (PlayStation, Saturn)



HardBall 6 (PlayStation)

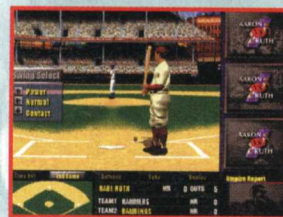
HardBall 6

Accolade's also plugging away on **HardBall 6** for a July release on the PlayStation. This long-running series is also making the jump into 3D, and its designers are promising to maintain its trademark sim-style action. This year's game should also have a more console-friendly

feel (**HardBall 5** played too much like a PC game stuck on the PlayStation) as its designers are concentrating on bringing more action to the gameplay, particularly on the fielding side.

Aaron vs. Ruth Baseball

After a long delay, Mindscape's readying **Aaron vs. Ruth Baseball** for a July release on the PlayStation. This historical baseball title should be a treat for hardcore fans because it stars past greats like Shoeless Joe and the Babe. AvR also uses old-time rules and uniforms to capture a nostalgic atmosphere. Given this title's troubled history and recent rumblings of difficulties at Mindscape, however, AvR might not come out this summer.



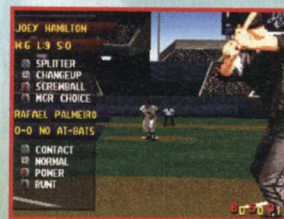
Aaron vs. Ruth Baseball (PlayStation)

Minor League Prospects

After a rocky ride, **MVP Baseball** for the PlayStation has surfaced again. Following the demise of Data East (MVP's original publisher), this intriguing prospect was snapped up by Psygnosis. Since the game's developers, BlueSky Software, created the outstanding **World Series Baseball** titles for the Genesis, the game has a lot of promise just on the basis of BlueSky's rep. However, Psygnosis sent MVP back to the minors for a graphical overhaul that should bring its visuals in line with 32-bit standards. Expect this one in spring '98.

On the rumor-mill side, Crystal Dynamics is mulling over a second **3D Baseball** title, but no firm plans had been made at press time.

And finally, recording this year's first at-bat in console baseball gaming, **VR Baseball '97** for the PlayStation hit stores shelves in early April. For more info on this game, check out our review in "Sports Pages" in the May issue.



MVP Baseball (PlayStation)



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www.midway.com



Goal Storm '97

By The Rookie

PlayStation

Goal Storm '97 sprints into summer with intense arcade-style soccer action, using the same tried-and-true formula of football games past. Konami, however, bumps up the gameplay a notch with a simple one-button touch pass that adds a much-needed element to this year's game.

Football the World Over

Gamers choose from a list of 32 international teams—including Germany, Brazil, and the U.S. GS '97 covers the field in Exhibition, International League, and International Cup play. You can also hone your penalty-kicking skills through a special P.K. mode.

Players can customize their game by making substitutions while choosing between four stadiums, three difficulty settings, three weather conditions, and night or day play. GS '97 also features eight strategy settings and 13 formations.

Stormin' the Field

GS '97 delivers with solid graphics, smooth gameplay, and user-friendly controls. Every player is defined in the familiar polygonal style, exhibiting fluid lifelike movements when executing everything from slide tackles to blistering shots on goal. The game's simple controls enable you to move the ball up and down the field effectively with relative ease. GS '97



PROTIP: On a corner kick, hit the middle of the pack for a good chance at scoring a header.

also features an easy one-two pass that enables you to perform give-and-go passes to your man racing downfield, which can make for some exciting goals. The only minor annoyance in the game occurs when the computer arbitrarily chooses which man you should control, but this usually works to your advantage.

GS '97 receives a red card, however, for sound because of the inconsistent and spotty announcer, uninspired crowd chants, and an annoying clicking effect as you kick the ball downfield.

Solid Goal

Goal Storm '97 offers up a healthy round of fast-paced soccer. If you're looking for a larger list of teams and options, you should stick to the front-running FIFA '97. The best bet is to rent both and see which game sets your net on fire. **G**

Goal Storm '97 Tips

PROTIP: Push your player up the side, then pass to the man in the middle for a clear shot.

PROTIP: To avoid a penalty, slide-tackle when you're in front or on the side of the ball handler.

Goal Storm '97 by Konami			
Graphics	Sound	Control	Fun Factor
4.0	3.0	4.0	3.5
Price not available		Challenge: Adjustable	
Available now		Replay value: High	
Soccer		ESRB rating: Kids to Adults	
2 players			
Multiple views			



VMX Racing

By Four-Eyed Dragon

PlayStation

With dirt and mud flying everywhere, VMX Racing wipes out on the PlayStation as just another bland motocross game that takes you on a bumpy ride without the thrills.

Because the game's six tracks and four bikes look and feel

the same, VMX quickly grows repetitive. The graphics don't help either as the opponents look choppy and coarse, while the background scenery's an eyesore. Adding to the game's maladies, VMX is best played with the sound off because of the monotone engine noise and one-track music. Sadly, VMX's only real plus is the control; it's



PROTIP: On turns, use the blast instead of the brakes to get ahead of the pack.

easy and basic without the fuss of power slides or braking techniques.

Don't get stuck in the mud playing this game. Training wheels or not, VMX Racing won't give you the ride of your life. **G**



PROTIP: Pass your opponents more quickly by avoiding jumps that give big air.



VMX Racing by Playmates Interactive Entertainment			
Graphics	Sound	Control	Fun Factor
2.0	1.5	3.5	2.0
Price not available		6 tracks	
Available now		Challenge: Adjustable	
Motocross		Replay value: Medium	
2 players		ESRB rating: Kids to Adults	
4 views			

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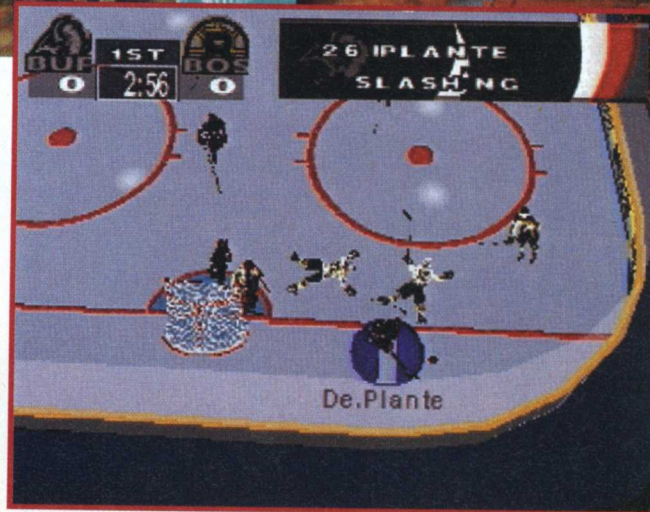
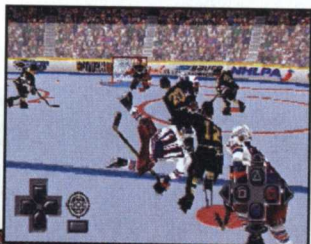
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NHL Powerplay '98

PlayStation

By Air Hendrix



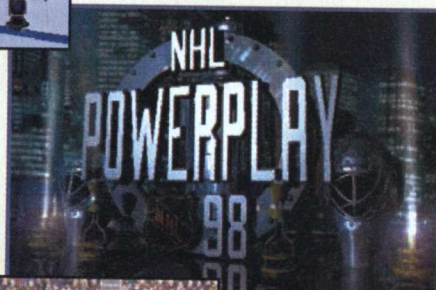
An impressive rookie in its debut season last year, NHL Powerplay returns to the ice for the '98 season with some snappy new features.

Graphics



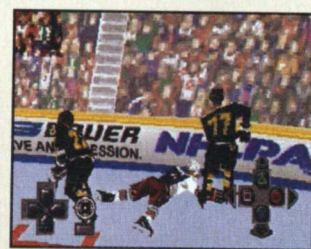
Unfortunately, most of these images (provided by Virgin) were taken during instant replays, so they don't paint an entirely accurate picture of Powerplay '98's snazzy polygonal graphics in action. One obvious—and cool—refinement is that the players now wear real-life uniforms with names and numbers.

Virgin also indicated that the players and their motions were re-vamped and will include their real-life individual styles. Hasek, for instance, will charge out of the goal to challenge breakaways. Five new camera angles and slightly larger players should also pull you closer into the action, and an autozoom feature will keep the camera as tight as possible on the play.



Developed by Radical Entertainment
Published by Virgin
Available September

50% COMPLETE



Features



For this year's face-off, NHL Powerplay '98's packing in several promising additions. Fighting leads the lineup as brawlers will now be able to drop their gloves and get busy with shirt grabs and several punches. Virgin's deepening the management side of the game as well by adding in trades, player creation, and season-long stats. Powerplay '98 will also ramp up the coaching feature that helped it stand out from last year's crowd, expanding the original selection of strategies while adding tactics for power plays and penalty killing.

All the pro players and teams will hit the ice, sporting new moves like fake shots, stumble passes, and size-based hooking (small players won't have any effect on big guys like Lindros). Finally, Virgin's putting a lot of work into the A.I. with the goal of eliminating "sure thing" shots and allowing the CPU players and goalies to behave more realistically.

ALBERT ODYSSEY

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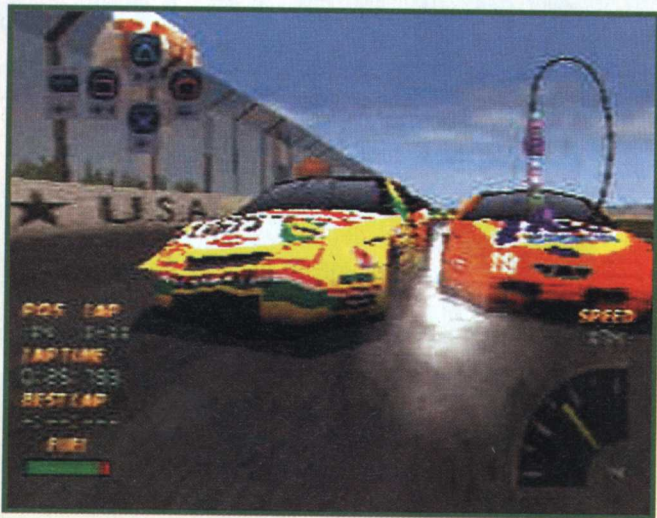
Our games go to 11!™



NASCAR '98

PlayStation Saturn

By Air Hendrix

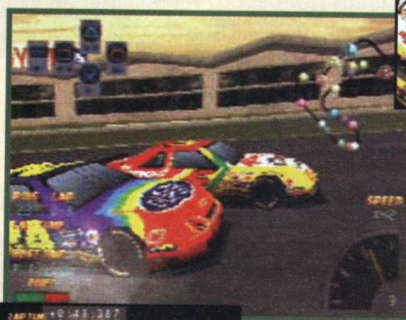


The creators of the outstanding *Andretti Racing* head for the NASCAR circuit with souped-up gameplay and graphics in a game that could turn out to be the race of the year.

Graphics & Sounds



Visually, NASCAR '98's cars look gorgeous, sporting smooth polygons and all the real-life paint jobs and ads. EA Sports also promised that these races will have much better load times than *Andretti Racing*'s and will move along at a "lightning-fast" clip. As for sounds, TV commentator Bob Jenkins sets up each season race and calls the action. The NASCAR team also took recordings inside cars during races and alongside the track, so the sound effects should flat-out roar.



Developed by Stormfront Studios
Published by EA Sports
Available October

70% COMPLETE

Features



With the NASCAR license locked up, NASCAR '98 will gun its engines with 24 real-life cars and drivers per race, including the likes of Dale Earnhardt, Rusty Wallace, and Jeff Gordon. The rubber will



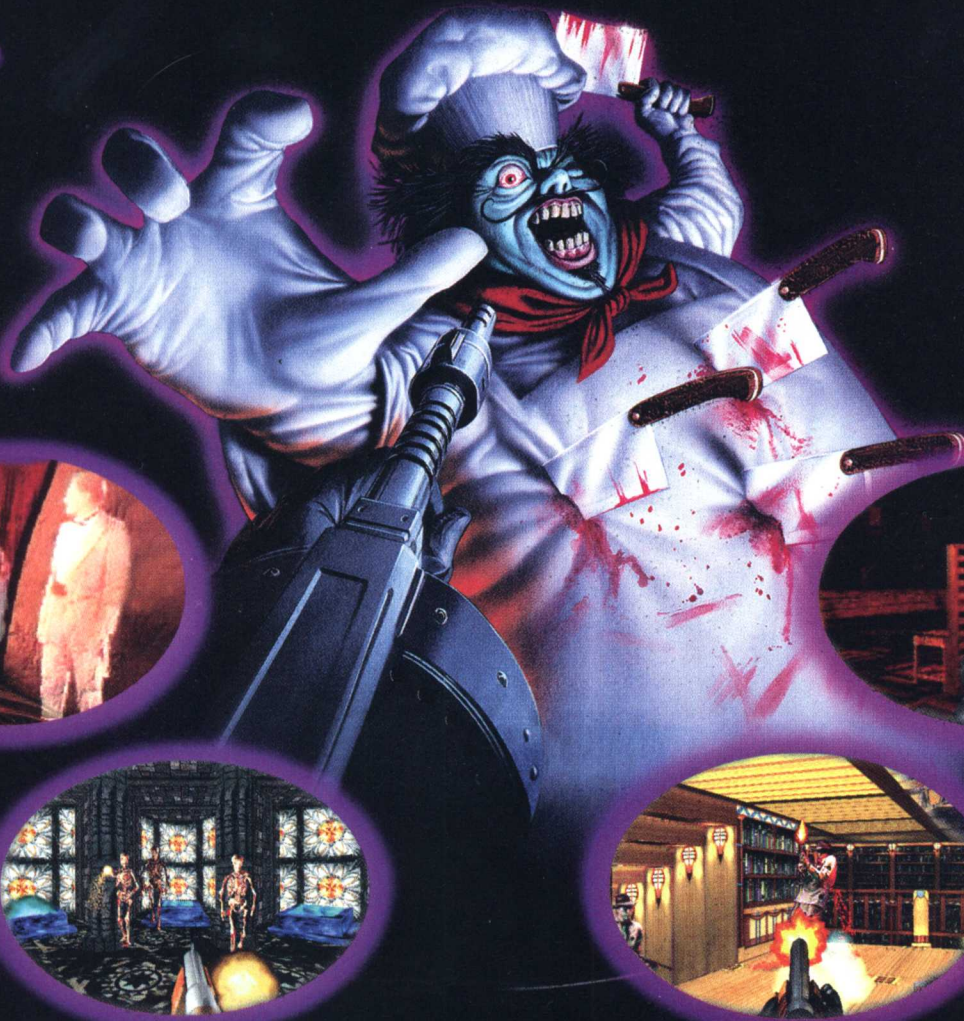
burn on 17 tracks—three licensed road courses, eight licensed ovals, and six fantasy tracks packed with tougher turns. The one- or two-player split-screen action goes down in Practice, Single Race, and Season modes, and of course you can tune your car's downforce, tire pressure, and more. Track telemetry readings even rate your performance, so you can tweak your turning style and car setup to optimize your race.

Striving to capture the NASCAR experience, the gameplay will involve a lot of bump-n-run action on tracks wide enough to fit four cars abreast. Smart drafting and pit stops will also be a crucial part of winning. Finally, each CPU racer will also have its own independent A.I., giving each car its own traits so the pack won't behave identically.



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Sega Saturn™ games are tough.

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FOUR-HEADED HYDRA
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YOU CAN ALWAYS
GO TO HADES.**





← In addition to all the other freaky creatures, you'll have to battle a boar. Which is anything but a bore.

Zeus not only has to conquer Hades, but also conquer the heart of Atlanta. (A Herculean task, indeed.) →

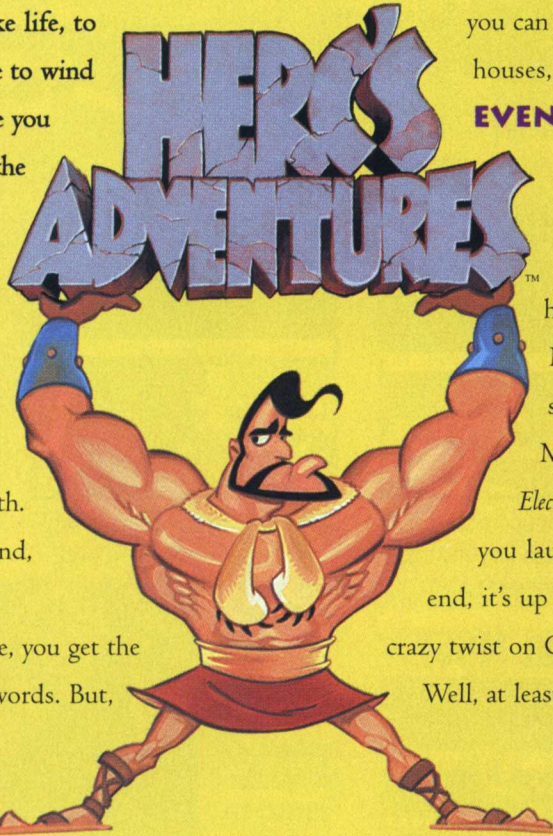


IN **HERC'S ADVENTURES**, unlike life, to have a happy ending, you'll have to wind up in hell. After all, that's where you must duel with Hades, god of the underworld, to save civilization.

STRENGTH OF CHARACTER. You'll go

into battle as one of three heroic, mythological characters, each one with unique powers: Hercules possesses super strength. Atlanta has lightning speed. And, Jason - savvy street smarts.

WEIRD WEAPONS. Sure, you get the usual arrows, slingshots and swords. But,



you can also arm yourself with ray guns, houses, sheep and inflatable cows.

EVEN WEIRDER BAD GUYS.

Freaky weapons are perfect for fighting even freakier enemies: A one-eyed Cyclops, the four-headed Hydra, and snake-haired Medusa. Plus sword-swinging skeletons, crazy clowns, nasty Martians and more. No wonder *Electronic Gaming Monthly* says it "...has you laughing too hard to fight." In the end, it's up to you to save the world in this crazy twist on Greek mythology. And, if you fail? Well, at least you'll die laughing.



← So many Martians, so little time! And, to make matters worse, they've got Jason surrounded with ray guns.

Unfortunately for Atlanta, the Cyclops has a huge appetite for destruction. Not to mention beautiful warriors. →



<http://www.lucasarts.com>

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WCW VS THE WORLD

PlayStation 2

Climb into the ring with some of the meanest wrestlers to hit the PlayStation! We give you the best mat maneuvers and hidden grapplers in the hottest wrestling game of the year.

By Johnny Ballgame

GENERAL RING STRATEGY

RUNNING MOVES



Tap Δ to run at your opponent, then tap \times or \circ to perform a running move like a Clothesline or a Shoulder Tackle.

BLOCKING



To block a punch or a kick, tap \square . Double-tap \square to take a step back from an opponent.

PIN

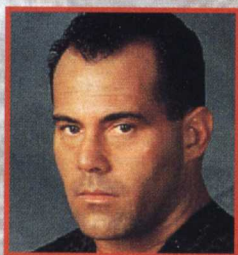


When your opponent's lying on the ground, stand by his torso and tap Δ to attempt a pin.

SPECIAL MOVE



Each wrestler has a special power move that usually knocks down opponents with one hit. To execute this move, tap R2.



MAN DOWN

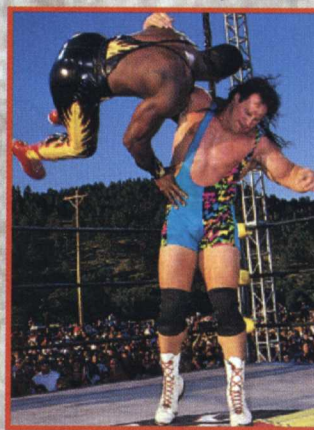


When your opponent's down, tap \times to stomp him. To perform more painful holds like the Boston Crab, stand near either his head or feet and tap \circ .

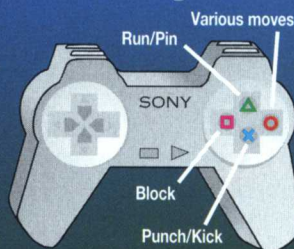
OFF THE TOP ROPE



To climb onto the top rope, point the directional pad diagonally toward the corner you want to climb, and while bumping against it, tap \times . Each wrestler has two moves off the top rope depending on whether the opponent is standing or lying down.



Controller Legend



- \square = Block
- \times = Punch/Kick
- \circ = Various moves
- Δ = Run/Pin
- Motion = Move the joystick in one smooth, continuous motion.
- Tap = Tap the buttons and directions indicated in sequence.
- () = Execute commands in parentheses simultaneously.
- L1 = Jump/Fall
- L2 = Taunt
- R1 = Duck behind opponent
- R2 = Special move

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any \rightarrow and \leftarrow directions.

SLAPS AND SLAMS FROM A DISTANCE



To hit your opponent with a forearm or a chop, stand approximately a body's length away and tap \circ .



If you want to smack your opponent with a different fist or forearm attack, stand a body's length away and tap \circ , then press and hold \uparrow .



From a body's length away, tap \circ , then press and hold \downarrow to flip or slam your opponent.

SLAMS AND SUPLEXES FROM IN CLOSE



Stand in close to your opponent and tap \circ to perform a basic wrestling hold.



While in close to your opponent, charge \circ for two seconds to perform a more potent move.



To perform other moves in your wrestler's repertoire, tap \circ , then press and hold \uparrow or \downarrow ; or charge \circ for two seconds, release \circ , then press and hold \uparrow or \downarrow .

REVERSALS

You can perform reversals either during a punch or a kick attack or at the beginning of an opponent's power move.

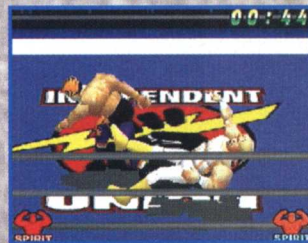
PUNCH AND KICK REVERSAL



When your opponent is punching or kicking you, simultaneously press \square and \times to block his attack and strike him down with a move of your own.



MOVE REVERSAL



As your opponent begins to grab you for a power move, simultaneously press \square and \times to maneuver out of the hold.

SPIRIT METER



The Spirit Meter represents the power and adrenaline of your wrestler. As you pound your opponent and get the crowd involved with your taunt (press L2), your meter turns from red to white.



When the meter begins to flash white, your wrestler flexes his muscles to show off his added strength. You can now knock down your opponent with one punch, perform reversals easier, or use your wrestler's Super Spirit move.



To perform Super Spirit moves, move in close to your opponent and charge \circ until your wrestler raises both arms. Release \circ to unleash your most devastating maneuver.

INTO THE TURNBUCKLE

To whip your opponent into one of the four turnbuckles, press the directional pad diagonally toward the desired corner and tap \circ . When the opponent's in the corner, you can do one of the following three options:



Option 1: Run at your opponent by pressing \triangle , then press \times to nail him with a basic move like a Clothesline, a Drop Kick, or a Shoulder Charge (the move depends on your wrestler) while he's stunned in the corner. Follow this move with a special hold by pressing \circ either when you're standing by his head or by his feet when he collapses.





Option 2: Run up close behind your opponent while he's dazed and press and hold **O** for two seconds. Release **O** to hoist him onto the top rope and perform a high-risk maneuver like a Superplex.



Option 3: Follow your opponent while he's running into the corner, staying about one body's length away. While he's dazed in the corner, begin to charge **O**, and when he stumbles out of the ropes, release **O** to deliver a powerful move like a Piledriver or a Powerslam.

POWER MOVES: HOW TO DO THEM EARLY IN THE MATCH



To perform the more powerful, neckbreaking moves, you must charge **O** for about two seconds, then release it while close to your opponent. The problem with doing this move early in the match is that while you're charging your move, your opponent can start punching you or attempt a less power-

ful but quicker maneuver and pummel you to the mat.



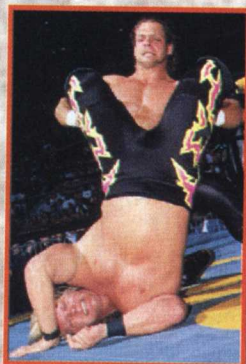
To punish your opponent early with your most powerful moves, whip him into the ropes by pressing either **→** or **←** and tapping **O**.



When your opponent heads back toward you, charge **O** for at least two seconds and release the button just as the wrestler runs into you.



If you don't have room or time to charge your move, and your opponent is coming toward you, press **L1** to duck or to jump over him. As he runs to the other side of the ring, you'll have ample time to charge your move.



ATTACKS FROM BEHIND



Each wrestler has several moves that can be performed only from behind an opponent. To execute these moves, pound your opponent to the ground, then press **□** to pick him up. If he's dizzy, press **R1** to duck behind him, then press or charge **O** while holding **↑** or **↓** to perform different moves.

OUTSIDE THE RING



When your opponent is standing next to the ropes, knock him outside the ring by either hitting him with a charging blow like a Clothesline or a Drop Kick (tap **△** to run, then tap **×** or **O** to execute the move), or by using your special knockdown move (press **R2**).



Certain high flyers like Eddy Guerrero and The Ultimo Dragon can flip over the ropes and onto opponents outside the ring. To do this, simply lean against the ropes, facing

the direction you wish to jump, and tap **O**.



Wrestlers who don't have the ability to flip can climb the turnbuckles by pressing diagonally toward the corner they wish to climb and pressing **×**. They will then pounce on their opponent with their normal top-rope maneuver.



Outside the ring, you can throw the opponent into the steel gate or into the side of the ring by pressing the directional pad toward the area you're aiming at and tapping **O**.



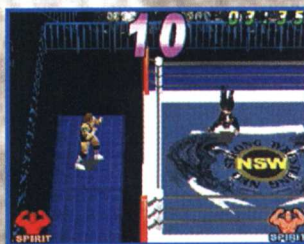
One cheap way to win a match is to put your opponent in a submission hold outside the ring when time is almost up. To do this, run at your opponent and clothesline him, then walk by either his feet or head and tap **O** to execute the move. If you do this at around the count of 15, you should be able to perform the move and still roll back in the ring before the count of 20, leaving your opponent behind for the loss. If you need to break the sub-

mission hold early, repeatedly tap \times to let go, then climb back into the ring.

SUICIDE DIVES



Certain insane wrestlers like the Black Ninja can perform suicide dives when their opponents are outside the ring. To execute these death-defying moves, you must first knock your opponent over the top rope and outside the ring. Press Δ to run to the opposite side of the ring, away from your opponent, and bounce off the ropes for momentum.



As you head toward your opponent, press \circ at about mid-ring to perform these incredible maneuvers.



Unbelievable high-flying action!



STAYING ALIVE



When your opponent has you in a submission hold, rapidly tap any button while pointing your directional pad toward the nearest rope. When you get close to the rope, the referee will make the wrestler break his hold.



A good strategy when you're about to lose the match is to stay near the ropes. Your opponent can neither pin you nor make you submit when you're near the ropes, so you still have a fighting chance.

HIDDEN WRESTLERS

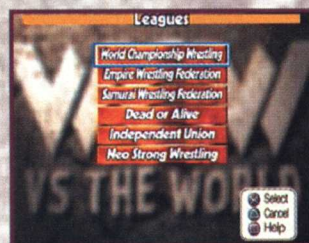
Hidden wrestlers can be used only in Exhibition, Elimination, and Belt Challenge modes.



WCW vs The World contains eight hidden wrestlers. To find them, you must enter League Challenge mode and fight with a junior heavyweight wrestler, such as Chris Benoit.

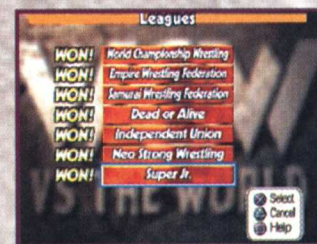
HIDDEN WRESTLERS

Hidden Wrestler	Organization Defeated
Steel Talon	World Championship Wrestling
Grizz Lee	Empire Wrestling Federation
Shanghai	Samurai Wrestling Federation
Major Tom	Dead or Alive
Le Masquerade	Independent Union
Jeff Jarrett	Neo Strong Wrestling
Jaguar	Super Junior Heavyweight
The Giant	Super Heavyweight



You will see a list of six wrestling organizations to challenge, including the WCW. Enter the league of your choice and wrestle for that circuit's championship. When you win the belt, you'll see a little belt next to the picture of the new champion in the wrestler-select screen.

ing offscreen. Move the cursor to the arrow, press \downarrow and you'll find the first hidden wrestler. Return to the League Challenge mode, use the same wrestler you won the first belt with, and challenge another league. For each championship you win, another arrow pointing to a new hidden wrestler will appear in the wrestler-select screen located in the Exhibition match setup.



Select the Exhibition mode and at the wrestler-select screen, you'll notice a red arrow point-

After you win all six belts with the same wrestler, a new league will appear called the Super Junior Heavyweight Division. Use the same wrestler to win this belt and the seventh hidden fighter will appear.

Select Wrestler												
HOGAN	BENOIT	EDDY	LUGER	STING	 BILLY GAUN HWY 6'5" 357lbs * Power Bomb			NINJA	MUKLUK	BELT	SHAOLIN	BOLABOR
FLAIR	AKIRA	200	KONAKA	YAMAGIWA	MOMA							
RICK	URAHKI	SHERLOCK	GAJIN	KAJI	DOVE							
SCOTT	MALDINO	REGAL	PACHTECA	HABANERO	SALADIN							
???	DRAGON	CHONO	HEART	HARLEY	CHEE							
FANG	SAMOA	COUNT	ABISPA	BLOOD	TURK							
KARUNA	MONGREL	BEAR	OAHU	BOLT	DOJO							
SAM	FLUGGAMI	SIBERIA	MONGOL	OVERDOSE	DAROTA							


CHEAT SHEET: WRESTLER'S MOVE LIST

To unlock the eighth hidden character, you must pick a new wrestler. He must be a heavyweight from a different wrestling organization than your first wrestler and you must win all six belts again, each with this same new man.

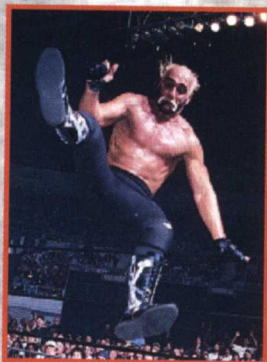
Leagues	
WON!	World Championship Wrestling
WON!	Empire Wrestling Federation
WON!	Samurai Wrestling Federation
WON!	Dead or Alive
WON!	Independent Union
WON!	Neo Strong Wrestling
WON!	Super Heavy

Select
Cancel
Help

This time, after winning your sixth belt, the new league that's formed is called the Super Heavyweight Division.

Select Wrestler												
HOGAN	BENOIT	EDDY	LUGER	STING	 GIANT Super 7'4" 482lbs * Body Press			NINJA	MUKLUK	BELT	SHAOLIN	BOLABOR
FLAIR	AKIRA	200	KONAKA	YAMAGIWA	MOMA							
RICK	URAHKI	SHERLOCK	GAJIN	KAJI	DOVE							
SCOTT	MALDINO	REGAL	PACHTECA	HABANERO	SALADIN							
???	DRAGON	CHONO	HEART	HARLEY	CHEE							
FANG	SAMOA	COUNT	ABISPA	BLOOD	TURK							
KARUNA	MONGREL	BEAR	OAHU	BOLT	DOJO							
SAM	FLUGGAMI	SIBERIA	MONGOL	OVERDOSE	DAROTA							

After defeating this group and winning its belt, the final—and biggest—wrestler in the game appears: The Giant.



Although each wrestler has his own unique list of moves, you perform each type of move with the same button presses. Use the following list of button presses to pin your opponent with the fiercest moves, no matter which wrestler you select.

IN-CLOSE MOVES

Note: Perform the following moves when you're standing close to an opponent who's facing you.

Basic Move



Tap ○

Basic Move



Tap ○, press and hold ↑

Basic Move



Tap ○, press and hold ↓

Power Move



Charge ○ for two seconds, release

Power Move



Charge ○ for two seconds, press and hold ↑

Power Move



Charge ○ for two seconds, press and hold ↓

Throw Opponent into the Ropes



Tap ○ while pressing ↑, ↓, →, or ← depending upon which ropes you want to throw him into

Throw Opponent into the Turnbuckle



Tap ○ while pressing ↗, ↘, ↙, or ↖ depending upon which corner you want to throw him into

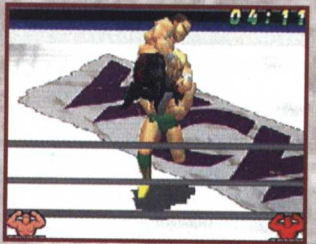
MOVES FROM BEHIND OPPONENT

Basic Move



Tap ○

Basic Move



Tap ○, press and hold ↓ or ↑

Power Move



Charge ○ for two seconds, release

Power Move



Charge ○ for two seconds, release, press and hold ↓ or ↑



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Eric Regul • 1 min. 12 sec.
Chalfont, PA

Dan Tothil • 1 min. 21 sec.
New York, NY

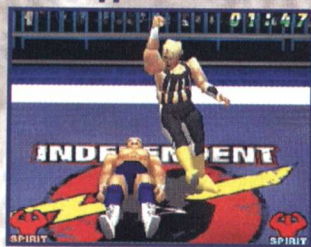
James Adams • 1 min. 24 sec.
Nashville, TN

Jay Farber • 1 min. 29 sec.
Santa Barbara, CA

DOWNED OPPONENT MOVES

Note: Perform these moves when your opponent is on the ground.

Pound Opponent



Tap X when standing next to your opponent

Arm or Head Attack



Tap O when standing near opponent's head

Leg Attack



Tap O when standing near opponent's feet

RUNNING TOWARD OPPONENT MOVES

Running Move



Tap Δ to run, then when near your opponent, tap X or O

CHARGING OPPONENT MOVES

Note: Perform these moves when your opponent is running at you.

Basic Move



Tap O

Power Move



Charge O for two seconds, release

Jump or Duck



Tap L1

SUPER SPIRIT MOVE

Note: Perform this move when your Spirit Meter is flashing.



Charge O until hands are raised, release O

TOP-ROPE MOVES

Note: These moves are performed off the top rope.

Air-Mat Attack



When your opponent is on the ground, climb the nearest ropes by pointing the directional pad diagonally toward the desired corner and then tap X

Air-Air Attack



When your opponent is standing, climb the nearest ropes by pointing the directional pad diagonally toward the desired corner and tapping X

High-Risk Attack



When your opponent is in the corner stunned, stand in front of him and charge O for two seconds, then release

PUNCH OR KICK REVERSAL

Note: Perform this move when your opponent is attempting a punch or a kick.

Reversal 1



Simultaneously tap □ and X when your opponent's arm or leg is coming at you

BASIC OR POWER MOVE REVERSAL

Note: Perform this move when your opponent is attempting a basic or a power move.

Reversal 2



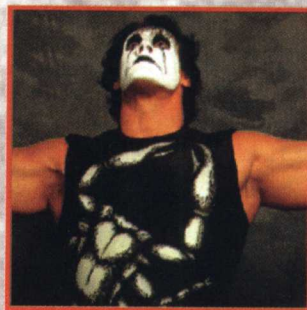
Simultaneously tap □ and X when your opponent tries to lift you off the ground

SPECIAL MOVE

Note: This move can be performed any time.



Tap R2



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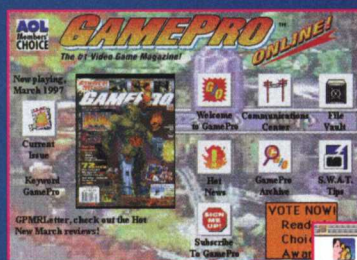
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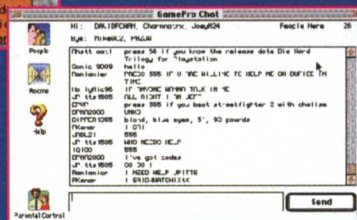


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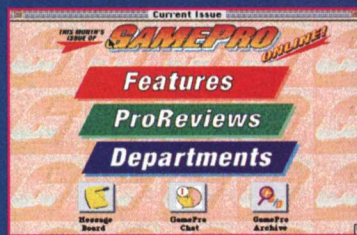


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THE FIGHTER'S EDGE

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FIGHTERS MEGAMIX



Eleven Virtua Fighters, eleven Fighting Vipers, and several hidden characters from games like Virtua Cop 2 and Daytona mix it up!

The mightiest combatants from Fighting Vipers and Virtua Fighter come together in one game! And the hidden characters in Fighters Megamix will keep you coming back for more. *GamePro* busts open 11 of the hidden fighters' moves.

By Major Mike

Note: All moves are based on the Japanese version of the game.

The Basics

Air Recovery



When knocked into the air, simultaneously tap (G K P) to perform a midair jump. This move can throw off an opponent's timing if they're in the middle of a combo. However, it also keeps you airborne, leaving you vulnerable to an air juggle.

Retreat



To retreat quickly from an opponent, tap ←, ←.

Running



To run toward an opponent, tap →, tap and hold →. You can also run by holding (→ L or R).

Sidestep Attacks

Now you can sidestep attacks!



To sidestep to the background, tap L or R. To sidestep to the foreground, tap (↓ L) or (↓ R).

Stage Finishing Moves



To do a stage finishing move, make sure your opponent is near the wall, then do a running attack or a Flash Move as the last hit on an opponent.

Backflip



To backflip away from an opponent, tap ↵.

Flash Moves



To knock off an opponent's armor, use your character's powerful Flash Move.

Armor

The Fighting Vipers characters' armor is vulnerable to blows during fights. Striking it may cause it to break away, opening up the unprotected character to more damage.



When an opponent's armor icon in the upper corner of the screen flashes red, hit 'em with a Flash Move to break away their armor.

Wall Climbing



When facing a wall, tap ↵. When you're about to touch the wall, tap (↑ P). If you timed the move correctly, your character should climb to the top of the wall. From here you can then set up an air attack.

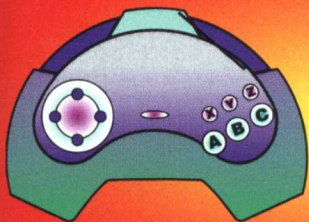
Note: Not all the fighters can climb walls. Candy, Tokio, Grace, Raxel, Picky, Jane, Mahler, B.M., Pai, Kage, Sarah, Jacky, and Lion can all scale walls.

Wall Jumping



Tap ↵ when your back is close to a wall. If you did the move correctly, you'll jump off the wall. You can then use the height to set up an air attack.

Controller Legend



- A = Guard
- B = Punch
- C = Kick
- L or R = Sidestep
- X = Guard and Punch (G P)
- Y = Guard and Kick (G K)
- Z = Guard, Kick, and Punch (G K P)

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the buttons and directions indicated in sequence.

() = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← directions.



BEAN



Bean's a cute, cool-looking fighter with some nasty moves. His bomb-throwing abilities give him range for his attacks. Most of his moves are awkward, however, and like Bark he's a big target and has no throws. You can play as this character from Sonic: The Fighter by beating the Muscle course in the 1P mode.

Special Moves

Donkey Kick

Tap →, (→ K)

Bomb Kick

Tap (→ K)

Side Kick

Tap (↘ K)

Dual Bomb Throw

Tap →, (→ P)

Air-Bomb Throw

Hold ↑, tap P

Step-Back Kick

Tap ←, (↖ K)

Standing Smash

Tap (↑ P)

Forward Smash

Tap (↗ P)

Retreating Smash

Tap (↖ P)

Skip Kick

Tap (↖ K)

Mid-Kick

Tap (G K)

Standing Wind-Up



Tap (→ P)

Wind-Up Uppercut

Tap (↘ P)

Machine-Gun Kick

Hold ↑, tap K

Standing Smash #2

Tap (← K P)

Air Smash

Hold ↑, tap (K P)

Beak Dive

Hold (↑ P)

Sneaker Pounce

Hold (↑ K)

Forward Kick



Tap (G K)

Sidestep

Tap (→ G K P)

Wall Rocket



With your back against a wall, tap (← K)

Wall Climb

Run toward a wall and you'll run to the top.

Ground Attacks

Note: Perform these moves on a downed opponent.

Bomb Roll



Tap (↙ P)

Pancake Stomp

Tap (↓ K)

Running Attacks

Note: Perform the following moves while your character is running.

Big Beak



Tap P

Power Donkey-Kick

Tap K

Combos

Five-Hit Beak Hit

Tap P, P, P, P, P

Three-Hit Goose Step

Hold ←, tap K, K, K

Six-Hit Air-Juggle Combo



Tap (↘ P)



Tap P



Tap P



Tap P



Tap P



Tap (↓ P)

Janet



Of all the hidden fighters, Janet is the best. She has several counters, throws, special moves, and combos. Her gunfire has unlimited range and cannot be blocked. If Janet takes too many hits, her gun will break. You can play as this hidden character from Virtua Cop 2 by beating the Girls course in the 1P mode.



Combos

Five-Hit Punch, Kick, and Slam



Tap P Tap P Tap P Tap (↓ K) Tap (↑ P)

Five-Hit Stomp Finish

Tap P, P, P, (→ K), (↑ K P)

Ground Attacks

Note: Perform these moves on a downed opponent.

Ground Pound

Tap (↘ P)

Flying Boot



Tap (↑ K P)

Flying Chop

Tap ↓, (↑ P)

Counter Moves

Note: Perform these counter moves against the following incoming attacks.

High Attack



Tap (← K P)

Low Attack

Tap (↓ K P)

Special Moves

Fire Gun



Tap ←, →, (K P)

Quick Knee

Tap (→ K)

Elbow

Tap (→ P)

Uppercut

Tap (↘ P)

Mid-Kick

Tap (↘ K)

Low Kick

Tap (↓ K)

Shin Kick

Tap (↙ K)

Stun Elbow

Tap ←, (→ P)

Two-Palm Smash

Tap ↓, (↓ P)

Low Stun Elbow

Tap ↓, (↘ P)

Turnaround Smash

Tap →, (→ P)

Standing Smash

Tap (↑ P)

Forward Smash

Tap (↗ P)

Hop Kick

Tap (↗ K)

Frenzy Kick

Tap (→ K), K

Palm Strike

Tap (G K P)

Sweep

Tap (↙ G K)

Palm Knockdown

Tap ←, (← K P)

Turnaround Punch

Tap ←, (← P)

Backhand

Tap (→ K P)

Axe Kick

Tap K, K

Head Smash

Tap (↘ K P)

Turnaround Chop

Tap and hold →, tap P, P

Midsection Backhand

Tap (→ K P)

Pimp Slap

Tap (K P)



In-Close Attacks

Note: Perform these moves when in close to an opponent.

Stun Blow

Motion → ↓ ↓ ↙ ← (G P)

Shoulder Throw

Motion ↓ ↘ (G P)

Flip Throw

Tap (← G P)

Ground Stomp



When behind an opponent, tap (G P)

Running Attacks

Note: Perform the following moves while running.

Broadside Kick



Tap K

Smash Punch

Tap P

Knockdown Slide

Tap (↘ K)

Special Moves



Yes, it's true, there's a hidden character that's a piece of meat with a bone stuck in it. Despite his humorous appearance, Chop is a tough fighter who has some nasty throws. To play as Chop, you must turn on the Saturn 30 times with Fighters Megamix inside. To select Chop, at the fighter-select screen, put the cursor on Kumachan and press X.

Chop



Chop is the most recent character uncovered in the game at press time. Other secret characters, however, may also be in the game: When you fight as Chop in the 1P mode, you fight the AM2 palm tree if you select the Secrets course! Wonder what other secrets are in this course...

Flash Slap Down

Tap →, (→ P)

Two-Hit Uppercut

Tap (↘ P), P

Knockdown Blow

Tap (↓ G K P)

Double Knockdown Blow

Tap (↓ G K P), (↓ P)

Knockdown and Throw Up

Tap (↓ G K P), (G P)

Single Slap



Tap ←, (→ P)

Three-Hit Slap Down

Tap ←, (→ P), P

Triple-Spin Slap

Tap ←, (→ P), P, P

Flash-Shin Punch

Tap ↘, (↘ P)

Standing Spin

Tap (G K P)

Moving Spin



Motion ← ↓ ↘ → (G K P)

Body Drop

Hold ↑, tap P

Flash Uppercut

Tap (← P)

Flash Butt

Tap (← K)

In-Close Attacks

Note: Perform these moves when in close to an opponent.

Bowling Throw

Tap (G P)

Backbreaker

Tap →, (← G P)

Overhead Throw

Tap ↓, (← G P)

Headbutt

Tap (→ G K P)

Single Backbreaker

Tap →, (← G P)

Double Backbreaker

Tap →, (← G P), ←, (← G P)

Neck Twist



When behind an opponent, tap (G P)

Overhead Slam

Motion → ↘ ↓ ↙ ← (G P)

Triple Overhead Slam

Motion → ↘ ↓ ↙ ← (G P), tap →, (← G P)

Double Backbreaker and Throw



Tap →, (← G P) Tap ←, (← G P) Tap (G P)

Combos

Seven-Hit Simple Jab

Tap (→ P), P, P, P, P, P, P

Triple-Hit Knockdown

Tap P, P, P

Ground Attacks

Note: Perform these moves on a downed opponent.

Mr. Goodbar



When standing by an opponent's head, tap ↓, ←, (→ P)

Bone Drop

Tap (↑ P)

Big Stomp

Tap (↓ K)

Running Attacks

Flash Slide



Tap (↘ K)

Chest Smash

Tap P

Butt Slam

Tap K

Five-Hit Ground Slam



Motion → ↘ ↓ ↙ ← (G P)

Tap →, (← G P) for two hits

Tap →, (← G P) for two hits

Rentahero



Rentahero starts with five power cells that deplete over time. Once they expire, he loses his armor. And once his armor is gone, he loses most of his special moves and the ability to throw. You can play as this hidden character from the import-only Genesis game Rentahero by beating the Smart Guys course in the 1P mode.

Combo

Rentacombos



Tap P



Tap P



Tap P



Tap (← K)



Running Attacks

Note: Perform the following moves while running. The moves can be done only when Rentahero is wearing armor.

Flying Kick



Tap K

Power Punch

Tap P

Ground Attacks

Note: Perform these moves on a downed opponent. The moves can be done only when Rentahero is wearing armor.

Ground Kick



Tap (↓ K)

Flying Chop

Tap (↑ P)

Special Moves

Armor Moves

Note: The following moves can be performed only when Rentahero has his armor.

Energy Wave



Motion ↓ ↘ → P

Note: This move also hits a downed opponent.

Power Kick

Tap ←, (← K)

Uppercut

Tap (↘ P)

Knee

Tap (→ K)

Elbow

Tap (→ P)

Roundhouse Sweep

Tap (↓ G K)

Non-Armor Moves

Note: These moves can be performed when Rentahero loses his armor.

Spinning Roundhouse



Tap (G K)

Standing Roundhouse

Tap (↑ K)

Forward Roundhouse

Tap (↗ K)

Quick Sweep

Tap (↓ K)

Standing Smash

Tap (↑ P)

Forward Smash

Tap (↗ P)

Reverse Smash

Tap (↖ P)

In-Close Attacks

Note: Perform these moves when in close to an opponent. The moves can be done only when Rentahero is wearing armor.

Kick to the Ground



When at an opponent's side, tap (G P)

Piledriver

When behind an opponent, tap (G P)

Throw to the Wall

Tap (G P)

Wall Smash

When next to a wall, tap (G P)

Shoulder Throw

When next to a wall, tap (← G P)

URA Bahn



URA Bahn is almost identical to his Vipers' counterpart; the only difference is that he's a little faster and his moves do more damage. You can play as this hidden fighter by beating the Vipers course in the 1P mode.



Special Moves

Mid-Level Kick

Tap (↘ K)

Spinning Uppercut



Motion → ↓ ↘ P

Uppercut

Tap (↘ P)

Shin Kick

Tap (↓ K)

Quick Elbow

Tap (→ P)

Standing Smash

Tap (↑ P)

High Smash

Tap (↗ P)

Back Smash

Tap (↖ P)

Downward Smash

Tap (P K)

Power Headbutt

Tap (G K P)

Power Punch

Motion ↓ ↘ → P

Power Elbow

Tap (← P)

Flash Uppercut

Motion ← ↓ ↘ P

Double Uppercut

Motion ← ↓ ↘ P, tap P

Sidearm Sweep

Hold ↙, tap ↘, P

Palm Strike

Tap (↓ G K P)

Background Sidestep

Tap (← G K P)

Foreground Sidestep

Tap (→ G K P)

In-Close Attacks

Note: Perform these moves when in close to an opponent.

Wall Throw

Tap (G P)

Throw Over

Tap (← G P)

Headbutt

Tap ←, (→ G K P)

Bedtime Story



When behind an opponent, tap (G P)

Ground Attacks

Note: Perform these moves on a downed opponent.

Ground Punch



Tap (↓ P)

Stomp

Tap (↑ P)

Kick

Tap (↓ K)

Running Attacks

Note: Perform the following moves while running.

Power Gut-Punch



Tap P

Power Knee

Tap K

Kids Akira and Kids Sarah



You can play as these characters from Virtua Fighter Kids by beating the Virtua Fighter course in the 1P mode. Although many of their moves are identical to their adult counterparts, Kids Akira and Kids Sarah are better off against Deku and Bark. Their stubby limbs limit the range of their attacks, and their oversize heads make them big targets.

Special Moves

Standing Rabbit Punch

Tap (↑ P)

Forward Rabbit Punch

Tap (↗ P)

Forward Hop Kick

Tap (↗ K)

Standing Hop Kick

Tap (↑ K)

Palm Strike

Tap (G K P)

Charging Palm

Hold ↓, tap (→ P)

Sidearm Strike

Tap →, ←, (→ K P)

Lightning Elbow

Tap (← G K P)

Thunder Uppercut

Tap ↘, (↘ P)



Special Moves

Overhead Smash

Tap (↑ P)

Body Flip

Tap (↗ P)

Flash Upward Kick

Tap (↖ K)

Curly Spin

Tap (↘ G K)

Double-Chin Kick

Tap (↓ K), K

Rabbit Kicks

Hold ↘, tap K, K, K

Flying-Knee Kick

Hold ↓, tap (→ K)

Flash Flip-Kick

Tap (← G K P)

Flip Over Kick

Tap (↗ K)





Siba has few combos, but his unblockable sword attacks make him a formidable foe. If you hit him enough times, though, his sword will break. Only a few fighters can match his cheapness. You can play as this discarded character from *Virtua Fighter* by beating the Bosses course in the 1P mode.

Siba Special Moves

Standing Sword Jab
Tap (← P)

Dashing Sword Jab
Tap →, (→ P)

Standing Smash
Tap (↑ P)

Lunging Smash
Tap (↗ P)

Retreating Smash
Tap (↖ P)

Uppercut
Tap (↘ P)

Spinning Roundhouse
Tap (↑ K)

Gut Smash



Tap (K P)

Headbutt
Tap (G K P)

Elbow
Tap (→ P)

Forward Spinning Roundhouse
Tap (↗ K)

Ground Attack

Note: Perform this move on a downed opponent.

Sword Stab



Tap (↓ P)

Running Attacks

Note: Perform the following moves while running.

Flash Slide



Tap (↘ K)

Flying Knee
Tap K

Power Punch
Tap P

In-Close Attacks

Note: Perform these moves when in close to an opponent.

Shoulder Throw
Tap (G P)

Neck Cracker



From an opponent's side, tap (G P)

Ground Kick
Tap (↓ K)

Combo

Three-Hit Sword Stab



Tap (↘ P)



Tap (← P)



Tap (↓ P)



This racer from *Daytona* can use his effective special moves only when his armor is gone. Dynamic attacks, like his Charging Punch, make him an above-average fighter, though. You can play as this character by beating the Secrets course in the 1P mode.

Hornet



Ground Attack

Note: Perform this move on a downed opponent.

Fender Bender



Tap (↑ P)

Speeding Attack

Note: Perform this move when speeding toward an opponent.

Speeding Slide



Tap (↘ K)

In-Close Attacks

Note: Perform these moves when in close to an opponent.

Jack Drop



When behind an opponent, tap (G P)

Burn Rubber
Tap (G P)

Throw Down
Tap (← G P)

Special Moves

Screeching Smash
Tap (G K P)

Double-Wheel Kick
Tap (↘ K)

Speeding Car
Tap →, →, (→ P)

Mid-Punch
Tap (←, → P)

Engine Blow



Tap (← K P)

Note: The following 11 moves can be done only after the Engine Blow move.

Charging Punch
Tap ←, →, (→ K P)

Screeching Punch
Tap →, (→ P)

Overhead Smash
Tap (↑ P)

Forward Overhead Smash
Tap (↗ P)

Back Overhead Smash
Tap (↖ P)

Roundhouse Kick
Tap (↑ K)

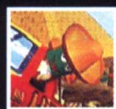
Forward Roundhouse Kick
Tap (↗ K)

High-Wheel Kick
Tap →, (→ K)

Power Punch
Tap (→ P)

Knockdown
When in close, tap (← G P)

Accelerated Punch
Motion ↓ ↘ → P



Big and bulky, Deku has a few noteworthy attacks, but ultimately ranks with Bark, Kids Sarah, and Kids Akira. You can play as this character by beating the Dirty Fighters course in the 1P mode.

Deku



Special Moves

Dashing Elbow



Tap (→ P)

Standing Smash

Tap (↓ G K P)

Forward Smash

Tap (↗ P)

Quick Smash

Tap (↑ G K P)

Belly Flop

Hold ↑, tap P

Split-Ground Kick

Tap (↓ K)

Standing Roundhouse

Tap (↑ K)

Forward Roundhouse

Tap (↗ K)

Mid-Kick

Tap (↘ K)

Forward Knee

Tap (→ K)

Step to the Background

Tap (← G K P)

Step to the Foreground

Tap (→ G K P)

Running Attacks

Note: Perform the following moves while running.

Flash Slide



Tap (↘ K)

Bean Bop

Tap P

Butt Slam

Tap K

Ground Attacks

Note: Perform these moves on a downed opponent.

Stomp

Tap (↓ K)

Butt Drop



Tap (↑ P)

In-Close Attack

Note: Perform this move when in close to an opponent.

Bowling



Tap (G P)

Bark



Of all the hidden characters, Bark is the worst. His moves are slow and awkward, and he has no throws or counters. His best attack is his Windmill Punch. Otherwise, this fighter is all bark and no bite. You can play as Bark from Sonic: The Fighter by beating the Muscle course in the 1P mode.

Special Moves

Ear Box

Tap (→ P)

Power Punch

Tap (← P)

Overhead Stun Smash

Tap (↓ P)

Uppercut

Tap (↘ P)

Regular Windmill



Tap (K P)

Flash Windmill

Tap (→ K P)

Head Uppercut

Tap (← K P)

Sway Punch

Tap (↑ K P)

Gut Punch

Tap (← P)

Lunging Stomp

Hold (↑ K)

Lunging Overhead Smash

Hold (↑ P)

Ground Attacks

Note: Perform these moves on a downed opponent.

Wind-Up Stomp

Tap (↓ K)

Sit-Down Stomp



Hold ↑, tap K

Running Attacks

Note: Perform the following attacks while running.

Power Knockdown

Tap P

Flying Drop-Kick



Tap K



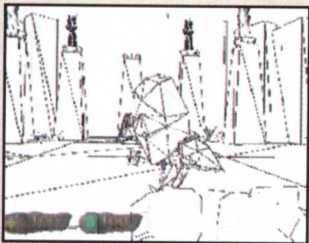
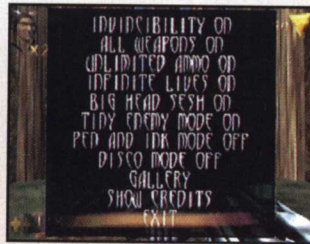
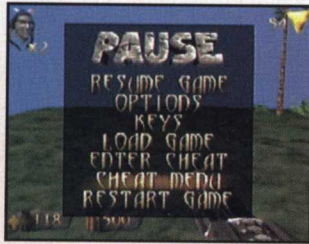
S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Nintendo 64

Turok: Dinosaur Hunter

All Weapons, Unlimited Ammo, Infinite Lives, God Mode, and More



At the title screen, select Enter Cheat. Input any of the following cheat passwords, then start a game. To activate the cheats, pause the game, select Cheat Menu, and turn on any of the cheats you've entered. Unpause the game, and the cheats will take effect.

All Weapons: **CMGTSMMGGTS**

Dana Mode (tiny enemy mode and show credits): **DNCHN**

Disco Mode: **SNFFRR**

Gallery Mode: **THBST**

Greg's Mode (all weapons, unlimited ammo, big head, and show credits): **GRGCHN**

Pen and Ink Mode: **DLKTR**

Infinite Lives: **FRTHSTHTTRLSC**

Spirit Mode: **THSSLKSCL**

Robin's Cheats (invincibility, all weapons, unlimited ammo, big head mode, and show credits): **RBNSMTH**

Show Credits: **FDTHMGS**

Unlimited Ammo: **BLLTSRRFRND**

Howard Ballard
Buffalo, NY

PlayStation

Re-Loaded

Level Skip, Unlimited Health, and Unlimited Ammo



Enter the following cheats while the game is paused.

Level Skip: Simultaneously press and hold L1 and L2 for 10 seconds. While holding the buttons, press Left, Δ , \times , Right, \bigcirc , Δ , Down. A level-skip option will appear on the Paused menu. To skip to the next level, highlight Skip Level and press \times .

Unlimited Health: Simultaneously press and hold L1 and L2 for 10 seconds. While holding the buttons, press Down, Right, Left, Δ , Right, Down. A health option will appear on the Paused menu. To refill your health meter, highlight Health and press \times .

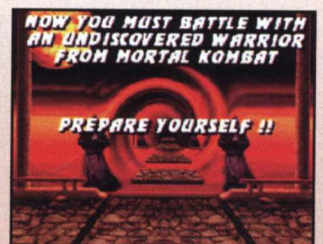
Unlimited Ammo: Simultaneously press and hold L1 and L2 for 10 seconds. While holding the buttons, press Δ , Left, Left, \bigcirc , Δ , Down. An ammo option will appear on the Paused menu. To get more ammo, highlight Ammo and press \times .

Dave Barez
Bayside, NY

Nintendo 64

Mortal Kombat Trilogy

Fight Kameleon



On the Star Bridge stage in a two-player game, perform an uppercut to make the "toasty" man in the lower right corner appear. When he does, the person performing the uppercut must **simultaneously press Down and Start**. If you did the cheat correctly, the words "Prepare Yourself!" will appear. You'll then be taken to the Living Forest stage to fight Kameleon.

Raynard Basto
Las Vegas, NV

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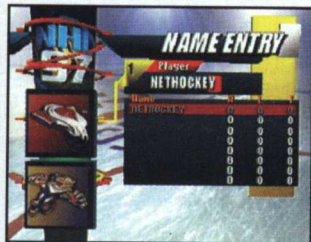
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PlayStation

NHL '97

Net Teams, Cheats 1, Flyby, and Cheats 2

Net Teams



At the Name Entry screen, enter the name **NETHOCKEY** to turn every player into a net.

Cheats 1



During any face-off, while waiting for the puck to drop, **press L1, L2, L1, R1, followed by one of the buttons below** to access various power-ups. If you entered the cheat correctly, the word "Entered" is displayed on the screen.

Add Extra Cameras to Instant Replay: **Press** .

Speeds Up Gameplay: **Press** ×.

Increased Penalties: **Press** L1.

Increased Penalty Shots: **Press** R1.

Shots Have More Accuracy: **Press** L2.

Easy Goals: **Press** R2.

Flyby

After entering any of the Cheat 1 codes, abort the game. Pick any team and start a new game. Watch the weird flyby!

Cheats 2

During any face-off, while waiting for the puck to drop, **press L2, L2, L1 and R2 simultaneously, R1, followed by one of the buttons below** to access various power-ups. If entered correctly, the word "Entered" is displayed on the screen.

Turn Off All Collisions: **Press** ×.

Home Team More Powerful: **Press** ○.

Twenty-Second Periods (must abort and restart to take effect): **Press** R2.

Arcade

Rampage World Tour

Fatty Foods, Food-O-Rama, and Load Up



Fatty Foods: At the end of the Jumbo Jet ride, before every World Tour, enter the following button presses to triple the value of any health power-up:

For George: **Press and hold Up, and press Jump, Jump, Jump.**

For Lizzy: **Press and hold Up, and press Punch, Punch, Punch.**

For Ralph: **Press and hold Up, and press Kick, Kick, Kick.**

Food-O-Rama: **Simultaneously press and hold Jump** for George, **Punch** for Lizzy, and **Kick** for Ralph in order to fill the buildings with food items.

Note: The Food-O-Rama cheats work only on every fourth city in a World Tour, along with London, Kiev, Casablanca, and Rio.

Load Up: **Press Jump, Jump** for George; **Punch, Punch** for Lizzy; and **Kick, Kick** for Ralph to load a city with every special power.

Note: Use the Load Up cheats on Philadelphia, Carbondale, and Honolulu.

RAMPAGE

WORLD TOUR

PlayStation

Beyond the Beyond

Opening Cinema

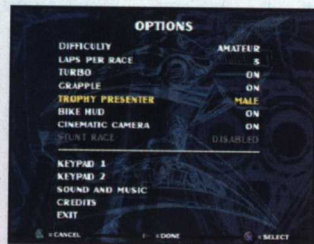


When the PlayStation is turned off, **simultaneously press and hold Up and △**, then turn on your PlayStation. Before the game starts, you can watch a rendered cinema.

PlayStation

Jet Moto

Unlock All Tracks



To unlock all tracks, enter the Options menu and change the skill level to Amateur and the trophy presenter to Male. Press Start to return to the main menu, then **press Up, Right, Down, Left, Up, Right, Down, Left**. Go back to the Options menu and change the skill level to Pro and the trophy presenter to Rider's Choice. Press Start to return to the main menu, then **press Up, Left, Down, Right, Up, Left, Down, Right**. If you did the cheat correctly, you'll hear a confirming sound.

Kevin Hom
Glendale, CA

PlayStation

MechWarrior 2

Passwords

These passwords are for the Trial of Refusal campaign as the Wolf Clan:

Flame Tounge: **L#OOA<O+#4**

Blade Splint: **O/OOA<+U=**

Temper Edge: **L/OOA<L+<#**

Trial 1: **OOOOA<<4YT**

Sable Flame: **LOOO/<O4YL**

Burning Chrome: **OXOO/<+4TT**

Scorching Sand: **LXOO/<14OA**

Trial 2: **#YOO/<>UTL**

Silver Staff: **LYOO=<OUTA**

Aquiline Fire: **OAOO=<+UY>**

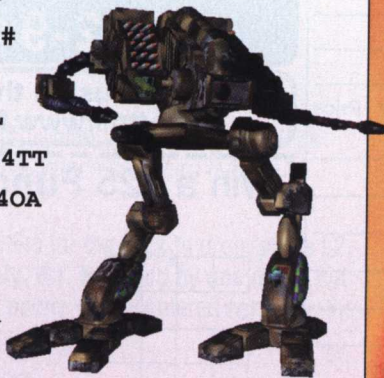
Trial 3: **LAOO=<LU+L**

Cold Crescent: **O<OO* <=<=<=**

Velvet Hammer: **L<OO* <O=V#**

Golden Spade: **O>OO* <+=#O**

Final Trial: **L>OO* <L=L4**



PlayStation

Rally Cross

Easter Eggs



Start a new season and type in one of the following codes for the name of the season to access these power-ups.

Makes Vehicle Tires Wide: **fat tires**

No Cars, Just Wheels: **wheels**

Cars Float: **no wheels**

Elements Like Mud and Water Have No Slowing Effect on Car: **noviscous**

Turn Off Collisions With Other Vehicles: **banzai**

75 Percent Gravity: **feather**

50 Percent Gravity: **float**

Double Gravity: **stone**

Realistic Gravity: **radbrad**

Car Wheels Turn 90 Degrees: **spinner**

PlayStation

Tiger Shark

Level Select, No Collisions, and More

Enter the following passwords for these cheats.

No Collisions: **BURAN**

Collision Boxes: **DNEPR**

Random-Colored Terrain Boxes: **VOLGA**

"Clean" Pause: **RUSSI**

Start at Level 2: **AKULA**

Start at Level 3: **PASHA**

Start at Level 4: **MIRAS**

Start at Level 5: **NAKAT**

Random-Colored Terrain Polygons: **ROGOV**

Bug Riders Preview Movie: **BUGGY**

Sound Test Menu: **KAMOV**

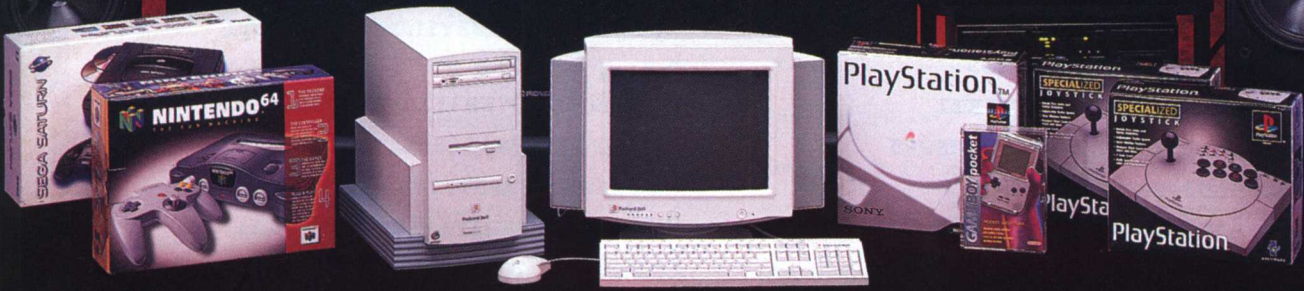
Reset All Cheats: **MINSK**

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We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					M Y S T E R Y W O R D
		E				
P	I	N	C	H	W	
	R					
S						

WORD LIST and LETTER CODE chart

- PINCHW PRESSK BLASTA WRECKD
- BREAKZ PUNCHS SPRAYC TURBOV
- STOMPT STANDR PRESSE DREAMO
- CRUSHI SCOREH SLANTL CHASEP

MYSTERY WORD CLUE:

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

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CLIP AND MAIL



PlayStation

Spider: The Video Game

Level Passwords



Enter the following passwords at the Load Game Control Center screen.

Laboratory

Lab Floor: **1FMLC939GPR8F3BF7KT1**

Sinks: **CHMLC939GPR8F3LWGT33**

Lab Top: **86MLC939GPR8F3VFQ5S4**

70s Room: **FW1MC939GPR8F3BF7KT1**

Factory

Boxes: **FW1MC939GPR8F336DTTS3**

Conveyors: **BSRMC939GPR8F3VTKKT1**

Machine Room: **WDRQC939GPR8F3LM8S95**

Tubes: **8WV5L939GPR8F36DTTS3**

Mechanical Arm Boss: **8WV5L939GPR8F3G1QJB4**

City

Down The Street: **9WV5L939GPR8F3LRT6S4**

Side Of Building: **6SXXS939GPR8F3LRT6S4**

Park: **W9PNT839GPR8F3B9LVS3**

Under The Street: **N7KB3Y19GPR8F3V95HR5**

Along The Street: **N7KB3Y19GPR8F3GGK4T3**

Museum

Display Cases: **P7KB3Y19GPR8F3BPFGC3**

Volcano: **G7KB3Y11GPR8F3BPFGC3**

Dinosaur Bones: **H7KB3Y1QFPR8F3QXSDS4**

Model City: **J7KB3Y1GWPR8F31766D1**

Temple: **K7KB3Y1B15S8F3QXSDS4**

Museum Boss: **K7KB3Y1B15S8F3BTQBB4**

Sewer

The Wells: **V7KB3Y1B15S8F3QS7QC1**

Along The Sewer: **W7KB3Y1VBVP8F3LC1M95**

Food Cartons: **X7KB3Y1VLN7BF31CH1C3**

Up The Well: **Y7KB3Y1VV16QF3QS7QC1**

Ryan's World: **Q7KB3Y1LDRTQD3VKCDT1**

Evil Lab

Circuit Boards: **Q7KB3Y1LDRTQD3LCQSR3**

Lab Top: **R7KB3Y118H56T1WTY4R4**

Hard Drives: **S7KB3Y118H56T1TCQSR3**

Brian's Folly: **T7KB3Y118H56T1FNY4R4**

On the Ceiling: **T7KB3Y118H56T1TC4LD1**

Kip's Bonus: **68KB3Y118H56T151P6C4**

Brain Boss: **68KB3Y118H56T1TMVM35**

PlayStation

Crusader: No Remorse

Full Health, Energy, All Weapons, and Items



To access these cheats, enter **LOSR** at the Passcode screen. You'll be told the password is invalid. Then do the following:

Full Health and Energy: Start a game, and **simultaneously press** **and R1** any time during play to replenish your health.

All Weapons and Items: Start a game and **simultaneously press** **and R1** any time during play to get all the weapons and other items.

Saturn

Crusader: No Remorse

Full Health, Energy, All Weapons, and Items



To access these cheats, go to the Teleport to Mission option and enter **LOSR** at the Passcode screen. You'll be told the password is invalid. Then do the following:

Full Health and Energy: Start a game, and **simultaneously press** **A, B, and C** any time during play to replenish your health.

All Weapons and Items: Start a game, and **simultaneously press** **X, Y, and Z** any time during play to get all the weapons and other items.

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June

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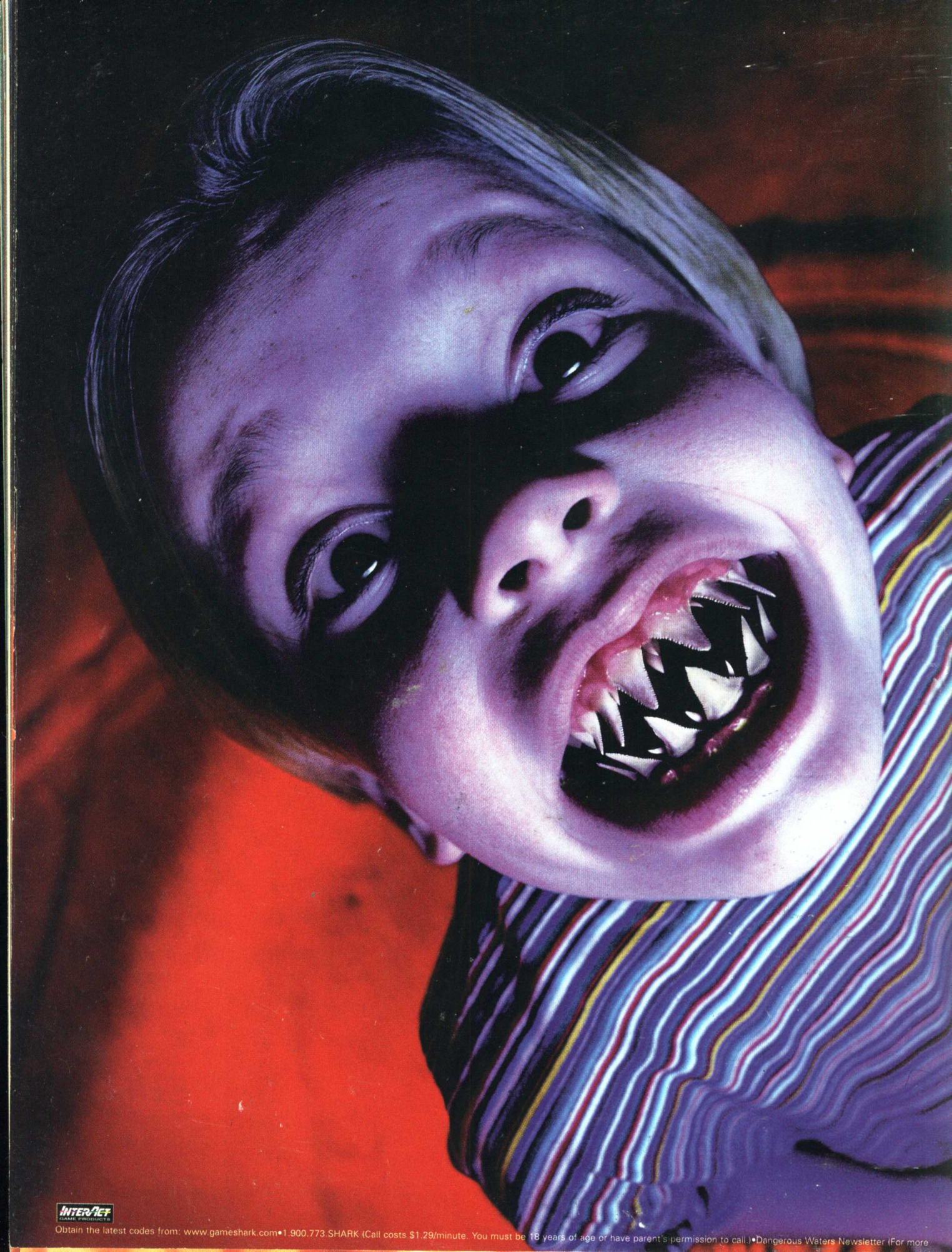
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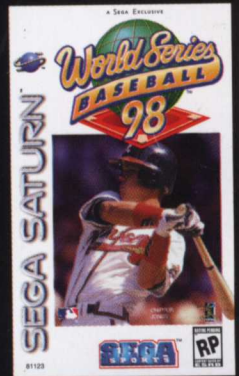
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It's a game enhancer.
Plug it in
and turn it on.


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Unleash the fury.
Feed on weakness.

Never lose
and never die.

Abuse the Power.

Juiced.



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